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DUNGEONS & DRAGONS

ISSUE 321 JULY 2004

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JULY 2004 ISSUE #321
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DRAGON® (USPS 318-790) is published monthly by Paizo Publishing, LLC, 3245 146th Place SE, Suite 110, Bellevue, WA 98007, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

POSTMASTER: SEND ADDRESS CHANGES TO Paizo Publishing, 3245 146th Place SE, Suite 110, Bellevue, WA 98007.
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**DISTRIBUTION:** National and international distribution is provided by Curtis Circulation Company, 730 River Road, New Milford, NJ 07646. Tel: (201) 634-7400. Fax: (201) 634-7499.

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Printed in the U.S.A.

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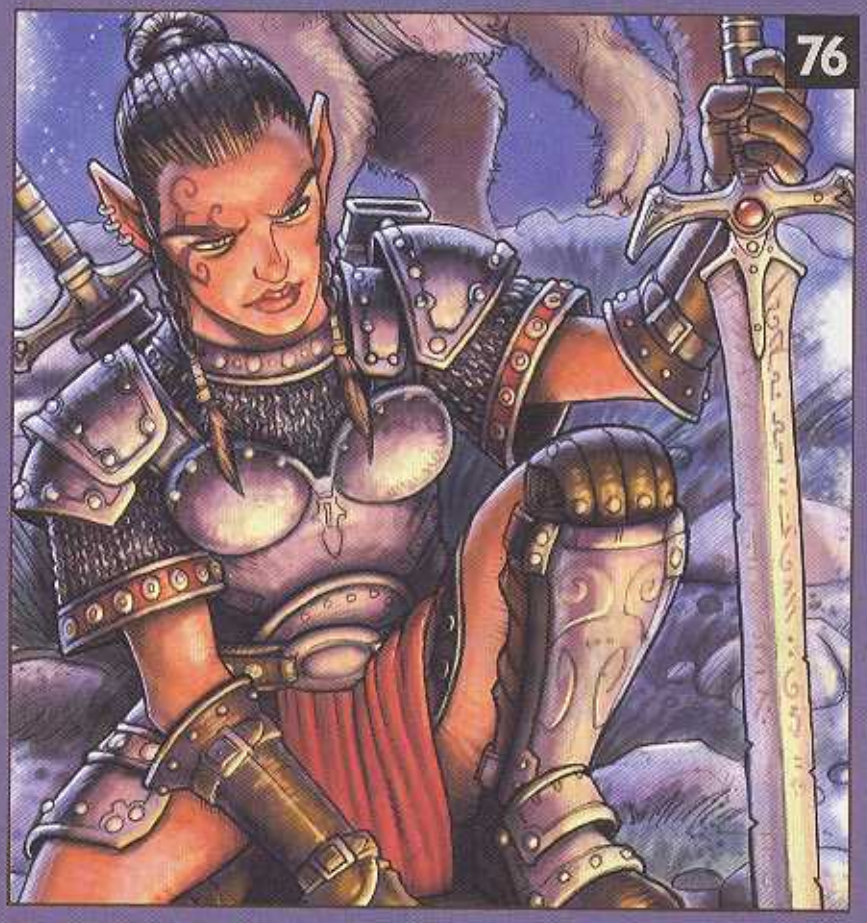


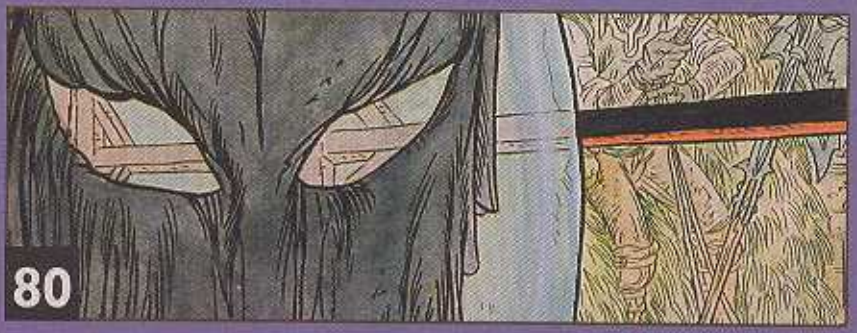

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### Window Cling Cleaning

Last month *Dragon* presented free Eberron window clings. A production error caused the window clings to pick up the ink from the previous page. To solve this problem, simply take damp soft cloth or paper towel and wipe off the offending ink. We're sorry about the difficulty, and we're checking with our printer to see how this problem can be prevented in the future.

### Here Be Monsters

Cuddle up with a minotaur or go to sleep next to a zombie with stuffed toys you would have killed for as a child. Check them out at www.toyvault.com.

### Americans in King Arthur's Court

Complete this SAT analogy: The history of Billy the Kid and the Wild West is to *Young Guns* as the history of King Arthur and England is to . . .

Okay, that was an easy one. Suffice it to say, if you're going to see *King Arthur* for an accurate depiction of the period, the legends, or even the cultures involved, you're bound for disappointment. If instead you're in the mood for a fun action movie with actors and actresses easy on the eyes, you might want to check it out. It'll be better than the other movie with castles that releases this month, *Harold and Kumar Go to White Castle*.

### Red-Headed Stepchild of Fantasy

I know what you're thinking: *Red Sonja* was not a good fantasy movie. Just hear me out. If you list the top ten best fantasy movies (counting the recent Peter Jackson films as one movie), *Red Sonja* might not make the cut, but it's probably number eleven or twelve. Given the general level of quality of fantasy movies, that's not saying much, but there are *a lot* of bad fantasy movies out there, and the fact that *Red Sonja* floats to the top should count for something. Show you care: The DVD releases this month.

## WYRM'S **TURN**

# FROM THE EDITOR
## PLEASE PASS THE KETCHUP

The planar cosmology of D&D stands out as the most unique and imaginative element of D&D fantasy, a trophy tarnished merely by the fact that the cosmology is also the worst element of the game. So how can something simultaneously be the best fantastic element of D&D—better than mind flayers, drow, magic, and even dragons—and the worst? Let's take a look at the positives and negatives:

**Good: The planes are infinite!** An infinite variety of cultures, locations, and plots await players on every plane. Think about a plane like Arborea, an unending realm of forest and grasslands. You could set a whole campaign world—continents, cities, rivers, oceans, and all—in Arborea without revealing to your players that they're on an Outer Plane. What a wonder to sail across an ocean thought to be infinite or impassable only to find that an infinite plane lies on the other side.

**Bad: The planes are infinite!** Let's take Bytopia as an example. On that plane, the sky is filled with another plane. You look up and see distant lakes, forests and mountains. This idea is great on the surface, but what's under all that infinite ground on two planes? Infinite earth. The interesting part of the plane is sandwiched between two areas of earth and stone that continue endlessly down (or up, depending on your perspective).

How many angels are in Heaven? D&D doesn't say, but they must be infinite to keep the infinite number of evil creatures coming from their infinite planes. If there is an endless supply of angels, why don't they help out more on the Material Plane? They can't all be aloof.

**Good: You can adventure in Heaven and Hell!** Nothing beats taking it to the demon lord on his home plane, rescuing souls from Hades, or helping angels lift the siege of a celestial city. That's adventure!

**Bad: You can adventure in Heaven and Hell!** Sure, the planes are a nice place to visit, but you wouldn't want to live there. Wait a minute . . . yes you would! Why not simply go to one of the good planes and live out an idyllic existence free from care? It's where you'll go when you die. Heck, why not skip the whole life part and go straight to Heaven?

**Good: You can visit the homes of the gods!** You might do it reverently or with complete irreverence, but going to see a god is great fun and epic adventure. Toss a few back with Thor in Valhalla before the next fight, or carry your world's greatest offering to the very feet of your deity.

**Bad: You can visit the homes of the gods!** Pelor not answering your prayers? Why not ask him in person? What does Pelor do in Elysium anyway? Why doesn't he come down and help out? Why not ask him? If you don't like his answer, you can visit some other deity and ask her. What stops you from asking deities all kinds of questions and begging for all varieties of aid? Do they all hide from you? Do they all have bureaucratic underlings that demand an appointment? Do they all get angry?

I love the planar cosmology. It's certainly one of my favorite parts of D&D. Yet the cosmology shows its age. It was created in the early days of D&D and added to piecemeal over the years. The interrelations of gods, afterlife, the planes, and the concept of infinity never received the concentrated thought necessary for them to make any sense. Add to this the fact that most DMs consider the planes appropriate only for high-level play, and we end up with a situation where the most imaginative aspect of D&D rarely sees use in most games.

The *Planar Handbook* goes some of the way to alleviating this problem, but to make sense, and to truly suit the needs of play, the cosmology needs to be wholly redesigned. Sure, we should keep the sacred cows, but the rest should find their way to the chopping block.

I don't know about you, but I'm hungry for hamburger.

Matthew Sernett
Editor-in-Chief

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LISTEN UP. DOMATO'S DELVERS HAS BEEN HIRED TO ASCERTAIN WHY A RESTLESS SPIRIT IS SLOWLY TURNING A VALUABLE COLLECTION OF STONE GIANT WHISKEY AT THE TAVERN INTO BOTTLES OF PLAIN WATER.
I KNOW YOU BOTH THINK CITY-BASED ADVENTURES ARE DULL .... HOWEVER, OUR REPUTATION IN THIS TOWN IS ABYSMAL! SOLVING THIS MYSTERY WILL HELP EVERY-BODY SEE HOW RELIABLE WE ARE, NOT T-
DOMATO...
KEV, YOU BETTER NOT HAVE ANYTHING CONTRARY TO SAY! DOMATOS DELVERS IS DOING THIS ADVENTURE! END.. OF.. DISCUSSION!!
NOW WHAT DO YOU WANT?
I'VE BEEN PILFERING THE WHISKEY AND REPLACING IT WITH WATER.

BY TONY MOSELEY

# READERS TALK BACK

## DARK SUN, EDITORS, AND AFGANISTAN

### POSTCARD FROM AFGHANISTAN

I wanted to say thanks for putting out such a great magazine. I was in Afghanistan for the past year, and the arrivals of your magazine were some of my favorite times—the rockets . . . not so much. I enjoyed issue #318 with the *Oriental Adventures* update. Finally, a reason to play a shaman. Your magazine gave me a lot of good ideas, especially the war issue. I love reading Sun Tzu outside of D&D, and applying it to D&D made the game more enjoyable.

The picture of me I sent along with my email was taken in Kandahar, Afghanistan with weapons confiscated from al Qaeda and Taliban forces. I just thought it would be good to get a picture with it. I was amazed how much time we had to play there. I actually spent more time playing there and in Kuwait than I do at home. We had about twenty to twenty-five players playing all through the week if nothing was going on. The playing stopped if there was an event or something, but usually we played every day.

I DMed most of the time and was amazed by how many people played D&D. I know there was another group of about ten players outside of our unit, and at one time, I ran for three groups at a time, playing in smaller groups for better control. We played in a classroom in our Command Post at night and had to reserve time to play there. We played in our MWR (Morale, Welfare, and Recreation) tent. We also played in a shot-up hangar and in our cramped tents if we were desperate. Our tents had ten to fourteen people in them already, so fitting five to eight extra people was tough. We had a lot of people get interested in playing after watching us. Some people showed up just to watch and enjoy the sessions, like a peanut gallery. They would cheer, hiss, and laugh; we all had a great time with it. It was very popular in our unit. Even our commander would watch us play, and he enjoyed our "green on green" fights. (Don't worry if you do not get that. It's an inside joke.) I actually got a lot of support from our higher-ups because they thought it was fun to watch. We didn't get too many "satanic" jokes because the guys and girls in my groups were "normal," not weirdos or anything. Hopefully we gave D&D a more familiar face. We did a lot of roleplaying encounters because no one wanted to hear about combat, so it gave me a new perspective on roleplaying games in general. We played to get our minds off everything going on, and it was something that we learned to cherish, like our piece of home away from home. It actually made being there easier.

I think you would be surprised by how many of us soldiers, sailors, airmen, and marines play D&D. We don't get out to the conventions as much as we would like, but there are a lot of military fans of the game out there. At our Post Exchange, *Dragon* and *Dungeon* sold out in minutes of them being put on the shelves.

I've attached another picture with a friend of mine dressing up at a bazaar. They had helmets, swords, and axes

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I had a dream, which was not all a dream.
The bright sun was extinguish'd, and
the stars
Did wander darkling in the eternal space,
Rayless, and pathless, and the icy earth
Swung blind and blackening in the
moonless air;
Morn came and went—and came, and
brought no day . . .
—Lord Byron, "Darkness" 1816

**Ecology of the Dark Ones**
by Paul Leach
Stars of both the old and new *Fiend Folio*, dark creepers and dark stalkers finally get their day.

**Shadow's City**
by Phillip Larwood
A guttering flame on the brink of eternal darkness, visit Balefire, your only refuge on the Plane of Shadow.

**Heroes of the War of the Spider Queen**
by Richard Baker
Check out the statistics for the characters and learn a few secrets about R. A Salvatore's *War of the Spider Queen* series.

**Who's Afraid of the Dark?**
by Mike Mearls
"Now they will know why they are afraid of the dark. Now they learn why they fear the night." Make your players afraid of their characters' shadows with this DM advice about darkness.

**Cooperative Campaigns**
by Jacob Steinman
Build your game world from the ground up—with your players' help!

**Lord of Darkness**
by Bennet Marks
Son of Chaos, brother to Night, god of darkness, Erebus holds court over beings of pure shadow. Read about the Lord of Darkness, his cults, his spells, and his plans for the world.

Plus, "Arcane Lore," "Bazaar of the Bizarre," "DM's Toolbox," "Faiths of Faerûn," "Dungeoncraft," "Under Command," "Elminster's Guide to the Realms," "Sage Advice," and more!

galore. We bought a bunch to get a "feel" for the weapons our characters used. It was a great distraction. When we played at my tent, I always roleplayed my dwarven sorcerer, Braegen Emberaxe, with an axe in my hands.

Thanks for everything. If you ever get to see any of the people in the D&D section of Wizards of the Coast, tell them we appreciate the great game they put out for us.

Sgt. Timothy Opinaldo
Address withheld

*We're glad the magazines and the game helped you through such rough times, Timothy. We'll pass along your thanks to the design staff at Wizards of the Coast. I think we can speak for them in expressing our gratitude to you and those with whom you served. For your kind words, your love of the game, and your hard work so far away from home: Thank you.*

## EDITOR-IN-KING?

Issue #318 featured a letter that claimed that Chris Thomasson was the greatest Editor-in-Cheif that *Dragon* ever had. I'd like to challenge that statement. I have been with *Dragon* since the days of Dave Gross, and I find that Matthew Sernett has produced the most exciting issues. Although I miss Jesse's writing and Chris's interesting commentaries in "Wyrms Turn," I find that Matt's answers to "Scale Mail" are the most personal and the most entertaining (anyone remember Orange Crush?), and he has produced several exciting issues. Therefore, I believe that Matt has not only proved himself but is also the greatest editor that this magazine has ever had. His issues have provided my campaign with flavor, whether it be the orc-blooded humans in the deserts of the Outlands, the elven ninja serving as a marine in the gnome navy (although Jesse might get a bit of credit for that one), or the trek I am planning to Dark Sun since the Campaign Classics issue. All these were brought forth by Matt. So hats off to him, and I hope that he and the *Dragon* staff continue to produce great issues.

Liam Farrer
Address withheld

*No argument here.*

*Okay, just a little argument: Thanks for the compliments, Liam, but I can't take all the credit. The lion's share of credit for a good issue should go to the authors of the articles. I choose which articles go in the magazine, but I can't make good choices without a lot of terrific work by fine authors. Secondly, an issue's success is a team effort.* Dragon *is a great magazine because it has great people working hard to bring it to you. Since Chris left, more has changed than who sits in the Editor-in-Chief chair. We've brought on a whole new art and edit team (check the masthead next to the table of contents in this issue), and the company has brought in great new leadership at high levels. Finally, both Chris and Jesse have had a lingering positive influence on* Dragon. *Issues #316 through #320 benefited greatly from the choices they made as editors, and this issue and issue #322 also use some great articles requested by Jesse and Chris. Stick with us for issue #323 and the issues beyond to see what the new team can really do.*

## BREAKING RULES

I really enjoyed the recent Dark Sun features in *Dragon* and *Dungeon*. In many ways it captured the joys of Dark Sun for me, and I look forward to using it in an upcoming game. I am aware that rules for weapon breakage and heat penalties were cut from the article. Is there any chance of these being posted online or in a future issue? To me, part of Dark Sun has always been about making life difficult for the players, so that their successes seem more earned. Either way, thank you for printing Dark Sun articles and thereby embracing some of D&D's heritage. It's amazing, even though I buy *Dragon* on an issue-by-issue basis, I still find myself buying it every month. Keep up the good work.

Cameron Williams
Address withheld

*Thanks for the compliments, Cameron. When editing the Dark Sun articles, we found that we received too much content to fit in the issue. The rules for weapon breakage and increased heat penalties seemed the best places to cut the articles down to size. The materials the weapons are made of and the sundering rules from the* Player's Handbook *already cover weapon breakage, and the heat penalties from the* Dungeon Master's Guide *can be increased simply by making it hotter.*

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*We have a policy of not posting text cut from articles. As we edit and develop an article, we keep a single working file that serves as the place where an editor makes changes and corrections. This helps us avoid confusion throughout the process. We don't have time to edit content both for the web and for the magazine, and posting unedited articles to the web would be unprofessional.*

## D&D OLYMPICS

I recently finished reading through the Dark Sun articles in *Dragon* and *Dungeon*. I've also just finished reading a lot of the negative criticism on the Wizards of the Coast and EN World message boards. All I can say is, "Wow!"

I personally found the articles fantastic. They evoked the feel of how I remember Dark Sun and provide me with most of the tools necessary to start a new Dark Sun game. I don't agree with all of the choices made in the article (especially after reading David Noonan's response to criticism on the message boards), but I feel the "gaffes" are minor and easily fixed. Of course, they're not truly "gaffes" at all but just differences in opinion.

However, I am truly saddened by the overwhelming and stubborn crankiness of some of the "purist" fans out there. That they disagreed with some aspects of the conversion is fine. That they seem to think the Paizo staff are out to destroy fun and ruin their D&D games is a bit on the ridiculous side. I believe and hope that the Paizo staff was prepared for this kind of reaction before publication and realize that these cranky whiners in no way represent the majority of Dark Sun fans. Most of us simply enjoy the great articles in silence and go about our gaming. I was motivated to write in myself only after reading all of this intolerable whining and personal attacks on Paizo staff!

Paizo should be given a medal for revitalizing Dark Sun! I sincerely hope that these articles are considered a success so that we can see updated versions of other classic settings such as Planescape, Al-Qadim, and the setting to rule all settings: Mystara!

Keep up the good work.

Brian Zuber
Address withheld

*Thanks, Brian. We're happy you enjoyed the issue.*

*We were ready for the criticism. It's an inevitable result of updating an old campaign. The Campaign Classics articles in issue #315 received more fanfare than furor because they just lightly touched upon the game worlds, but any attempt to do a full update of a retired setting is sure to ruffle a few feathers. There are two reasons for this:*

*1. The magazines can only devote a few dozen pages to the setting. This kind of coverage can't possibly compare to the hundreds of pages even the shortest-lived settings got from TSR. At the same time, we have to attempt to present as complete a setting as possible to serve readers who don't own the old material. This necessitates breezing over details and cutting out concepts.*

*2. Fans of the old settings aren't uniform in their opinions about what they want from an update or even in what they liked about the old setting. Regardless of how we present the setting, it's going to upset some diehard fans.*

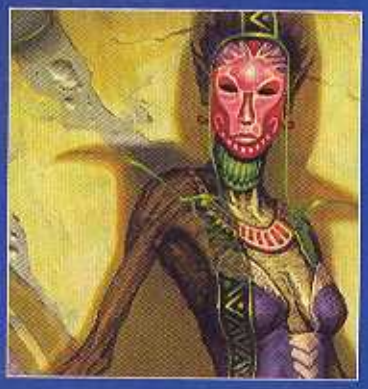
*Knowing that, why update an old setting? For two reasons: The setting's name has cachet with Dragon's audience, and it's an event sure to get people talking about the magazine. That said, the settings not yet updated offer diminishing returns in that regard, so further setting support is likely to come in the form of irregular articles rather than magazine crossovers.*

## HOT DOGS

Having been collecting Dark Sun since it's inception, I believe the version presented in *Dragon* and *Dungeon* is probably the best version so far. I do have a few minor quibbles that I feel the need to address. First off, what's with all the bugs and reptiles but the lack of mammals?

For those new to the setting, what the wonderful people here at *Dragon* and *Dungeon* have done is bring in most of what makes the Dark Sun world cool, critter-wise. However, the older encounter tables listed cheetahs, lions, and dire rats as being part of Dark Sun, but they did not find their way into the articles. Keep in mind I am very grateful for the fabulous job *Dragon* and *Dungeon* did, but for those old schoolers, it wasn't exactly enough.

I lost my old first appendix of Dark Sun critters but still have the second, so



DUNGEON #113

*Dungeon* #113 presents three high-impact Dungeons & Dragons adventures, and the last-ever Polyhedron section offers a sneak peak at starship templates, a key element of the upcoming *d20 Future* expansion for the *d20 Modern Roleplaying Game*. Polyhedron's also got an overview of the RPGA's Winter Fantasy convention and the Living Greyhawk Journal unveils the history and organization of the Knights of Holy Shielding. This issue's adventures include:

**Practical Magic**
A low-level Forgotten Realms adventure
by Jason Nelson
An investigation into a wizard's disappearance leads to tangles with an unusual mermaid soothsayer and her obedient servitors, a tattoo-covered magical ghoul, and the deadliest necromancer the city of Marsember has ever known.

**Foundation of Flame**
A mid-level D&D adventure
by Christopher Thomasson
Adventure Path part 8.
All hell breaks loose in the city of Cauldron, as a long-dormant volcano sputters to life. The heroes must deal with the terrible consequences, ushering citizens to safety and negotiating fiend-filled streets littered with collapsed buildings. With the death of the Lord Mayor, who will lead what's left of the city?

**The Queen with Burning Eyes**
An Eberron adventure
by James Wyatt
Take your first exciting journey into D&D's newest campaign setting with a deadly foray into Sharn, City of Towers. Descend into the ruined undercity to face the legacy of the daelkyr, aberrations from the evil plane of Xoriat, and come face to face with the Queen with Burning Eyes!

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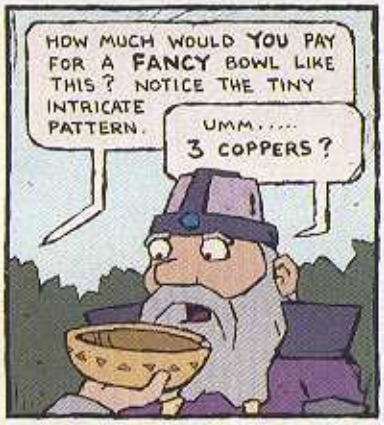

BY TONY MOSELEY

I look forward to the second installment of DARK SUN critters in *DUNGEON* and hope to see more mammals there. I realize that there is no way for a half-elven ranger to get a pet wolf, but I was hoping he could eventually get a cheetah, coyote, or even a jackal as an animal companion. Bottom line: I love what you did with the place, but please let some of the mammals back in.

**Fenrys Star**
**Address withheld**

## DIE HARD WITH A VENGEANCE

I've been following the DARK SUN thread on EN World, and I saw this quote from you:

"We developed DARK SUN to suit 3rd edition, not to stick to all the various constraints and design philosophies of 2nd edition DARK SUN. First and foremost, *DRAGON* serves the wider D&D audience, and a series of articles that occupies roughly 30% of the magazine must be easily accessible to that audience."

As I read it, it struck me as the core of the misunderstanding that led to the unfortunate changes you made to the DARK SUN setting. I'll briefly explain.

DARK SUN hasn't been published in years. The only remaining folks who know it or play it are probably veterans with an active Internet presence. It seems fair to suggest that the majority of your current *DRAGON* readership is unfamiliar and uninterested in DARK SUN. If you decide to devote 30% of your magazine to a relatively obscure second edition setting, it's likely that you're already making it difficult to access for your general readership, since they know nothing about it. There's no sense in being concerned about alienating the general reader, since the general reader is already alienated. Once the decision to go forward with the DARK SUN issue was made, you should have put aside issues of accessibility.

What exactly does "accessibility" mean, anyway? DARK SUN is a package deal. I don't envision too many folks deciding to use the material in a modular fashion, such as transplanting only the defiling rules to their homebrew games. What is so difficult to grasp when you tell players that four classes are simply unavailable? There's nothing difficult to comprehend here. Do you risk turning off some assuredly tiny fraction of the readership who refuse to play third edition unless there are sorcerers in it? Probably, but DARK SUN probably isn't for that tiny fraction of readers. The issue isn't accessibility, but rather compatibility. When you sacrifice the essential flavor of the setting for the sake of compatibility, you've put the cart before the horse. The entire "shtick" of DARK SUN is that it's a radical departure from D&D as we know it. The rules of the DARK SUN setting should reflect that.

There's no use crying over spilled milk, but I thought I would share my deep disappointment over the handling of this matter. Needless to say, I have changed my mind about purchasing the issues containing the DARK SUN material.

**Dave Turner**
**Address withheld**

## DARK SUN, INC.

I loved the DARK SUN *DUNGEON* and *DRAGON* issues. My group is about to start a new campaign and plans to incorporate elements from both issues. I especially appreciate the portability of some of the main ideas—I think it will be fairly easy to use some of the elements in a desert setting with gladiator arenas. Actually, we plan to use some of the gladiator articles from last year as well.

My favorite issues tend to be the crossovers—there's always lots of good stuff to pull into campaigns. The gladiators, Incursion, and DARK SUN issues spring right to mind. I was also especially impressed with all the character ideas in issues #310 through #313. Thanks for the great work! Keep them coming!

**Tom Lynch**
**Chicago, IL**

## LIKE FATHER, LIKE SON

My son and I recently began reading *DRAGON* and think it is full of very useful info. What we would like to see in future issues, if you all haven't already done so, is info on the lovely and deadly succubus!

**Johnny and Dylan**
**Address withheld**

*"The Ecology of the Succubus?" I bet that would be both the most popular and most reviled article of DRAGON's history. We'll think about it . . . probably too much.*

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# THE Initiate

## A HEAVENLY PRESTIGE CLASS

by Chris Tanner · illustrated by Wayne Reynolds, Arnie Swekel, and Jeremy Jarvis

In the never-ending battle of good against evil, the odds often seem unfairly stacked in favor of the forces of darkness. The black-hearted denizens of the Lower Planes have always used mortals to enact their plans of violence, debauchery, and mayhem. In answer to the fiendish corruptions, the celestials have empowered their most devout servants, creating a new breed of holy warriors learned sages call "the infused."

The infused are mortals the creatures of the Upper Planes deem worthy of being agents for good in a time of peril. Each infused's soul is bonded with a celestial who then lives inside her. As the chosen mortal performs good deeds, the bonded celestial grants the infused more of its powers. All those who are given this highest of honors receive a holy mark, an icon of glory that is a graphic representation of the blessings of the celestial and the divine powers it serves.

There exists a wide variety of infused, each with their own unique powers.

Those bonded with angels have a predisposition to protect good extraplanar creatures. Astral deva-infused often find themselves guarding planar portals or protecting those who live near them. Planetar-infused doggedly seek out fiends to slay. Solar-infused enthusiastically perform great works of good whenever opportunity allows.

Archons make infused more willing to follow laws, so long as they do not oppress people. Lantern-archon-infused are direct in their dealings with others, but they tend to be somewhat flighty. Hound-archon-infused become better team players and develop a protective mentality similar to the alpha male in a pack of dogs. Trumpet-archon-infused often sing merrily, whether while traveling, in combat, or when they are at rest.

Eladrins make the infused more rebellious and resistant to authority, but not to the extent of repulsing goodness. Bralani-infused are driven to wanderlust, becoming traveling do-gooders. Ghaele-infused usually become leaders of freedom-fighter bands, inspiring the common folk to rise up against tyrannical evil.

Guardinals make their infused more protective of others and give them a new respect for life. Avoral-infused are more at home in the air than on the ground and often gaze longingly at the sky. Leonal-infused are regal and proud, and are capable defenders of good.

More often than not, the infused are chosen from the ranks of mortals who already revere good deities. Clerics and paladins of deities of justice, light, and love are therefore the most likely to become infused. These individuals already have positions of power in the hierarchies of good-aligned churches, and the powers granted by their bonded celestial are strong tools to motivate good in the world.

Besides rewarding their most faithful followers, the forces of good also have a desire to redeem. In rare cases, a celestial fills the corrupt soul of an evil-doer for the purpose of moving her life away from the darkness and into the light.

The infused prestige class presents two paths of advancement, one for the spellcaster and one for the combat-oriented character. A character who wishes to become an infused can choose from either prestige class path, but once a path is chosen, the character cannot then progress in the other. Both paths have the same class requirements, class skills, skill points per level, and abilities, but they differ in fighting prowess and spellcasting ability.

As the infused grows in power, the celestial bonded with his soul pushes him toward performing more and greater acts of good. To reward the infused for his good deeds, the celestial grants him more and greater powers based on the celestial's own powers.

## FOR YOUR CHARACTER

If playing one of the forces of light's chosen few seems appealing, here are some suggestions on how to ally with the denizens of the Upper Planes. All of this depends on what your DM allows, of course.

**Contact with an Artifact or Holy Relic:** The handiwork of the gods is everywhere, but every once in a while, a deity of good might decide to take the time to craft an item devoted to the defense of the forces of justice. The deity might send a servant to inhabit the relic, to judge whoever finds it and attempts to wield it. Those who are found worthy might become the new host of the celestial creature inhabiting the relic.

**Inheritance:** So much has been written about ancient family curses, few know about the blessed families. Those especially blessed often have a divine guardian, devoted to the protection of the patriarch or matriarch of the clan, giving them divine vision. When the next generation is born, the guardian is passed on, sometimes directly bound to the soul of one of the family's heirs, waiting to be awakened.

**Attracting the Attention of a God:** It takes a lot to do this, but if you can perform a work of good that catches the watching eye of deity or one of its servants, you may find yourself the host of a celestial.

**Channeling:** Page 23 of the *Book of Exalted Deeds* describes channeling, which is when a willing mortal merges its essence with that of a celestial. The long-term bond between the two can allow for the mortal to take levels in the infused prestige class.

## FOR YOUR CAMPAIGN

Taking a level of the infused prestige class should be a choice a player makes for her character, not a decision made by the DM. The DM should never force character development in one direction or another, especially if that path could be dangerous or disadvantageous. Forcing the life of righteous do-gooder might not sit well with some players, but the creative DM can always find the right spin for any situation.

**Divine Task:** Nothing motivates players like a god's will. If a god decrees that a character must go on a quest, putting a celestial in her soul to test her resolve could be a good motivator.

**Past Transgressions:** The character or her ancestors might have committed an act a deity or celestial considers reprehensible. To purify their soul, the character's dead ancestors send out an angelic agent to make sure the character discovers, or in some cases, rediscovers, the path of light.

## CLASS FEATURES

All of the following are class features of the infused prestige class. When the celestial grants spell-like abilities, they have a caster level equal to the infused's character level.

**Weapon and Armor Proficiency:** The infused gains no new weapon or armor proficiencies.

**Spellcasters:** No matter what their alignment, infused spellcasters cannot cast spells of the Evil descriptor.

**Clerics:** Clerics who used negative energy to rebuke undead and spontaneously cast inflict spells now use positive energy to turn undead and spontaneously cast cure spells. They do not increase their turning ability when they take levels of the infused prestige class.

**Spells Per Day/Spells Known:** At specified levels gained in the infused spellcaster prestige class, the character gains new spells per day and new spells known as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, increased turning ability, and so on). This means that she adds these levels of the infused spellcaster class to the level of another spellcasting class she has, then determines spells per day, caster level, and spells known (if a bard or sorcerer) accordingly. If a character had more than one spellcasting class before becoming an infused spellcaster, she must decide to which class she adds the new effective level for the purposes of determining spells per day and spells known.

**Icon of Glory (Ex):** Beyond a simple identifying mark, the icon of glory is a powerful glyph encoded into the flesh of the infused. Typical icons of glory are runes in the Celestial tongue, the holy symbol of a good deity, or another powerful word or emblem of righteousness. It grants the infused a +2 bonus on all Charisma-based skill checks when dealing with individuals of good alignment.

**Celestial Power I:** At 2nd level, the celestial begins to gift the infused with its divine powers. The power granted depends on the type of celestial bonded to her soul.

- **Astral Deva—Spell-Like Abilities (Sp):** 3/day—*detect evil*; 1/day—*remove fear*.
- **Planetar—Resilient (Ex):** The infused is immune to petrification and gains a bonus on all

### INFUSED CLASS REQUIREMENTS

To qualify to become an infused (spellcaster or warrior), a character must fulfill all the following criteria.

**Base Attack Bonus:** +4.

**Base Will Save:** +2.

**Alignment:** A creature of any alignment may become infused, but an infused cannot advance in the class when possessing an evil alignment.

**Special:** The character must share her soul with the personality of a particular celestial. See the For Your Campaign and For Your Character sidebars in this article for suggestions about how to handle celestial infusion and infused characters. The player should work with the DM to decide which celestial works best in the campaign. The choice should make sense for the character's background and the situation that the character finds herself in.

WARRIOR HIT DIE D12

SPELLCASTER HIT DIE D8

A character may only progress as an infused warrior or an infused spellcaster, she can not take levels in both classes. Once the character chooses a celestial to become infused with she is bonded to that creature for the rest of her life and may not later become infused with another celestial.

### INFUSED CLASS SKILLS

The infused's class skills (and the key ability modifier for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Ride (Dex), Search (Int), Spellcraft (Int), and Spot (Wis).

**Skill Points At Each Level:** 2 + Int modifier.

### INFUSED WARRIOR ADVANCEMENT

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Icon of glory |
| 2 | +2 | +3 | +0 | +0 | Celestial power I |
| 3 | +3 | +3 | +1 | +1 | Minor physical change |
| 4 | +4 | +4 | +1 | +1 | Celestial power II |
| 5 | +5 | +4 | +1 | +1 | Beneficence |
| 6 | +6 | +5 | +2 | +2 | Moderate physical change |
| 7 | +7 | +5 | +2 | +2 | Celestial power III |
| 8 | +8 | +6 | +2 | +2 | Tongues |
| 9 | +9 | +6 | +3 | +3 | Major physical change |
| 10 | +10 | +7 | +3 | +3 | Celestial power IV |

### INFUSED SPELLCASTER ADVANCEMENT

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells Per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | Icon of glory | +1 caster level |
| 2 | +1 | +0 | +0 | +3 | Celestial power I | — |
| 3 | +2 | +1 | +1 | +3 | Minor physical change | +1 caster level |
| 4 | +3 | +1 | +1 | +4 | Celestial power II | — |
| 5 | +3 | +1 | +1 | +4 | Beneficence | +1 caster level |
| 6 | +4 | +2 | +2 | +5 | Moderate physical change | — |
| 7 | +5 | +2 | +2 | +5 | Celestial power III | +1 caster level |
| 8 | +6 | +2 | +2 | +6 | Tongues | — |
| 9 | +6 | +3 | +3 | +6 | Major physical change | +1 caster level |
| 10 | +7 | +3 | +3 | +7 | Celestial power IV | — |

saves against poison equal to half her infused level.

- **Solar**—Archery Mastery (Ex): The infused gains proficiency with longbows and composite longbows. In addition, any bow the infused uses (and the arrows it fires) is treated as good-aligned for the purpose of overcoming damage reduction.
- **Lantern Archon**—Improved Initiative: The infused gains Improved Initiative as a bonus feat.
- **Hound Archon**—Expert Tracker (Ex): The infused gains the Track feat as a bonus feat and always considers Survival a class skill.
- **Trumpet Archon**—Minor Trumpet (Su): The day after the infused gains this ability, she awakens to find a gleaming trumpet lying at her feet. The trumpet functions as a masterwork musical instrument. If the trumpet is ever stolen, it becomes a useless chunk of metal until the infused can recover it. If the trumpet is destroyed, the infused must receive an *atonement* spell. The day after she atones, a new trumpet appears.

  In addition, the infused can, as a free action, transform the trumpet into a masterwork greatsword once per day per infused level. The trumpet can remain in its greatsword form for one round per infused level per transformation. The greatsword cannot be enchanted as a normal weapon, but it can be the target of weapon-enhancing spells. The infused gains Martial Weapon Proficiency (greatsword) as a bonus feat.
- **Bralani**—Spell-Like Abilities (Sp): 1/day—*detect evil* and *gust of wind*.
- **Ghaele**—Holy Energy (Ex): Whenever the infused attacks with a natural weapon, unarmed attack, or melee weapon, she deals an additional point of damage to evil creatures and +1d4 points of damage to evil


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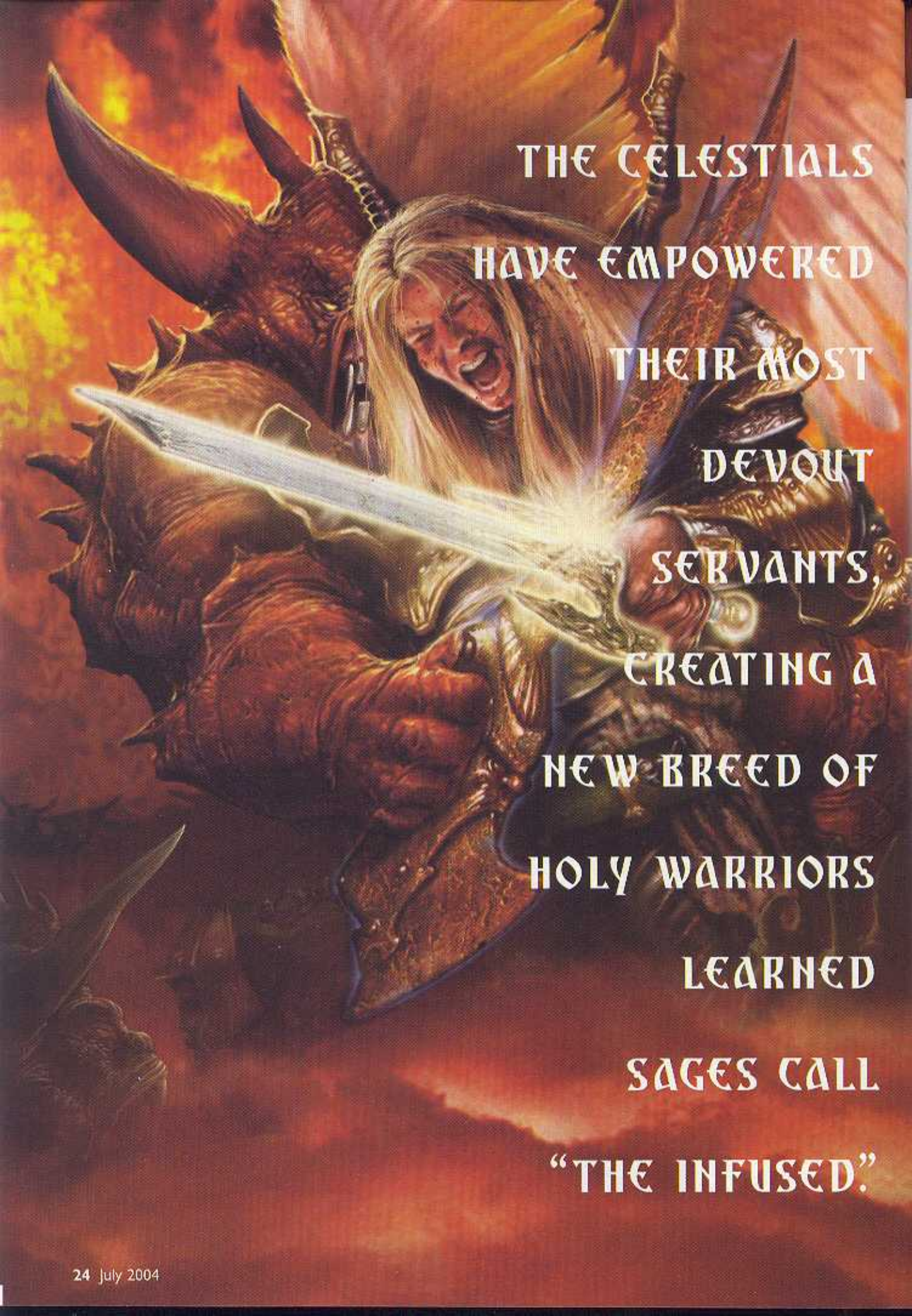
outsiders and undead. This bonus damage does not stack with the holy weapon special ability.

- **Avoral—Lay on Hands (Su):** This ability functions as the paladin ability of the same name (see the *Player's Handbook*, page 44). If the infused already has levels of paladin, her infused levels and paladin levels stack for the purpose of determining how much healing she can do.
- **Leonal—Lay on Hands (Su):** This ability functions as the paladin ability of the same name (see the *Player's Handbook*, page 44). If the infused already has levels of paladin, her infused levels and paladin levels stack for the purpose of determining how much healing she can do.

**Minor Physical Change:** At 3rd level, the infused's body begins to show signs of the positive influence inside her. The change does not grant any special bonuses or penalties, but it often brings attention to those who see it. The exact change depends on the type of celestial:

- **Astral Deva:** The infused's skin takes on a bronze sheen.
- **Planetar:** The infused becomes completely bald.
- **Solar:** The infused's eyes become a shining topaz shade.
- **Lantern Archon:** The infused's skin takes on a silvery shine.
- **Hound Archon:** The infused grows a doglike muzzle.
- **Trumpet Archon:** The infused's skin takes on a green shade.
- **Bralani:** The infused's hair and clothes always appear windswept.
- **Ghaele:** The infused's eyes become pupilless and pearly white.
- **Avoral:** The infused's arms grow feathers, and her hair takes on a feathered style.
- **Leonal:** A thick mane surrounds the infused's head.

**Celestial Power II:** At 4th level, the infused is deemed worthy to receive more powerful gifts.


THE CELESTIALS
HAVE EMPOWERED
THEIR MOST
DEVOUT
SERVANTS,
CREATING A
NEW BREED OF
HOLY WARRIORS
LEARNED
SAGES CALL
"THE INFUSED."

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*discern lies* and *remove disease.*
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*dispel magic* and *remove disease.*
- **Solar**—Spell-Like Abilities (Sp): 1/day—*dimensional anchor* and *invisibility.*
- **Lantern Archon**—Spell-Like Abilities (Sp): 1/day—*teleport.*
- **Hound Archon**—Change Shape (Su): Once per day, the infused gains the ability to turn into any canine form of Small to Large size and back again as a standard action. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per infused level, or until she changes back. Changing form doesn't provoke an attack of opportunity. The form chosen must be that of a doglike creature. For the purpose of this ability, canines include any doglike or wolflike creature with the animal type.

  The infused loses her ability to speak while in animal form and is limited to the sounds that a normal, untrained canine can make, but she can communicate normally with other doglike beings of the same kind as her chosen form.
- **Trumpet Archon**—Greater Trumpet Sword (Su): When in greatsword form, the infused's trumpet acts as a *+2 greatsword.*
- **Bralani**—Wind Column (Su): Two times per day, as a move action, the infused can surround herself with a column of wind. While within this wind column she gains a fly speed equal to her base land speed with average maneuverability. The infused can maintain this column of wind for 1 minute per infused class level.
- **Ghaele**—Gaze (Su): While not as powerful as the gaze of a true ghaele, the infused's gaze attack is still quite potent. Evil creatures of 5 HD or less within 30 feet that meet her gaze become shaken for 1d10 rounds. Nonevil creatures and evil creatures with more than 5 Hit Dice can make a Will save (DC 10 + infused level + Charisma modifier) to resist the effect.
- **Avoral**—Spell-Like Abilities (Sp): 3/day—*magic missile.*
- **Leonal**—Spell-Like Abilities (Sp): At will—*speak with animals.*

**Beneficence:** At 5th level, the infused begins to show signs of her bonded celestial's positive influence. If the character fails to help a person in need or perform another act of goodness when the opportunity presents itself, the celestial becomes slightly disgusted with the character, causing her to suffer a -1 penalty on all attacks, saves, and checks for 1 day.

**Moderate Physical Change:** At 6th level, the infused's body undergoes another change, more dramatic than the previous one.

- **Astral Deva:** The infused's muscles grow, increasing her Strength by +2.
- **Planetar:** The infused grows beautiful wings from her back, giving her a fly speed equal to her base land speed with average maneuverability.
- **Solar:** The infused grows majestic wings from her back, giving her a fly speed equal to her base land speed with average maneuverability.
- **Lantern Archon:** The infused's skin gleams and her nose, ears, and lips become less pronounced. She gains resistance to electricity 10 and immunity to petrification.
- **Hound Archon:** The infused's teeth sharpen into a powerful set of fangs, granting her a bite attack that is a natural weapon that deals 1d6 points of damage (1d4 for a Small infused). This can be a primary or secondary attack. Note that the infused does not gain multiple natural attacks for having a high base attack bonus.
- **Trumpet Archon:** The infused grows beautiful wings, giving her a fly speed equal to her base land speed with average maneuverability.
- **Bralani:** The infused gains the grace of the wind, increasing her Dexterity by +2.
- **Ghaele:** The infused's muscles bulge with the might of the eladrin, increasing her Strength by +2.
- **Avoral:** The infused's arms meld into wings, giving her a fly speed equal to her base land speed with average maneuverability. Her hands

# Blueprints Finished!

## Quasit prisoners complete mapping of World's Largest Dungeon.

Making their way to the surface, these intrepid demons revealed more than anyone knew about the *World's Largest Dungeon.* Initial reports show over 1,500 rooms and include every monster from the SRD. We had the chance to interview some of the freed Quasit prisoners about the poor working conditions.

"There were monsters at every turn, how was I supposed to map a room and keep to my schedule... honestly?" complained one quasit. Another quasit, who asked that his name be withheld, confided, "I told them to quarantine that underground lake weeks ago, and it took poor Jzernak gettin' his flippin' wing bit off by a giant squid for anyone to do anything about it."

Quasit Foreman #391, Azzlirik, was candid when asked about his day-to-day experience, "There are so many climates and diverse environments, I simply decided to just stop dressing for work! One day I'm in the snow, the next I'm cutting through elf-infested jungles. It's ridiculous."

It would seem that poor working conditions, unforseen weather, and lost limbs are the price one pays for being a part of working in the *World's Largest Dungeon.*

***(Cont. Dungeon® #110)***

the WORLD'S LARGEST DUNGEON

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are unaffected, but she can't use an item held in her hands while flying.

- **Leonal:** The infused's jaw extends, and her teeth sharpen into fangs, granting her a bite attack that is a natural weapon dealing 1d6 points of damage (1d4 for a Small infused). This can be a primary or secondary attack. Note that the infused does not gain multiple natural attacks for having a high base attack bonus.

**Celestial Power III:** At 7th level, the infused is gifted with even more powerful benefits, due to her increasingly noble efforts.

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*cure serious wounds* and *greater invisibility*.
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*blade barrier* and *remove fear*.
- **Solar**—Spell-Like Abilities (Sp): 1/day—*cure serious wounds* and *holy sword*.
- **Lantern Archon**—Light Ray (Ex): The infused can, at will, shoot light rays that deal 1d6 points of damage and ignore damage reduction of any type. These light rays have a range of 30 feet and require a ranged touch attack to hit.
- **Hound Archon**—Immunities (Ex): The infused gains immunity to petrification and poison.
- **Trumpet Archon**—Complete Trumpet (Su): The infused's trumpet reaches its full potential. It now functions as a *+4 greatsword* while in sword form. In trumpet form, the infused can now create a blast of paralyzing energy three times per day. All nonarchons and noninfused within 100 feet that can hear it must succeed at a Fortitude save (DC 10 + the infused's Charisma modifier + class level) or be paralyzed for 1 round.
- **Bralani**—Spell-Like Ability (Sp): 1/day—*cure serious wounds* and *wind wall*.
- **Ghaele**—Alternate Form (Su): Once per day, for a number of rounds equal to her infused level, the infused can switch between her natural form and that of a glowing globe of eldritch colors. While in her globe form, the infused is incorporeal, and thus has no Strength score. While incorporeal, the infused can only be harmed by other incorporeal creatures, +1 or better magical weapons, and spells, spell-like abilities, or supernatural abilites. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, she has a 50% chance to ignore any damage from a corporeal source (except force effects or attacks made with ghost touch weapons).
- **Avoral**—Spell-Like Ability (Sp): 1/day—*lightning bolt* and *magic circle against evil*.
- **Leonal**—Improved Grab (Ex): To use this ability, the infused must hit with its bite attack. It may attempt to start a grapple as a free action that does not provoke an attack of opportunity. The infused can only use this against creatures at least one size category smaller than she is.

**Tongues (Su):** At 8th level, the infused gains the ability to speak with any creature that has a language, as though using the *tongues* spell.

**Major Physical Change:** At 9th level, the infused undergoes an extremely obvious physical

change; so much so that she now resembles the celestial she shares her soul with.

- **Astral Deva:** The infused is filled with an otherworldly grace, which increases her Charisma by +2.
- **Planetar:** The infused's skin turns emerald green, and she gains immunity to cold and petrification.
- **Solar:** The infused's skin appears silver, and she gains damage reduction 5/epic or evil.
- **Lantern Archon:** The infused glows with the brightness of a torch in the dark (20-foot radius of light). She can suppress or resume this aura at will as a free action. While the infused glows, she gains immunity to electricity and petrification, but she suffers a -8 penalty on all Hide checks.
- **Hound Archon:** The infused's skin becomes tougher, granting her a +2 natural armor bonus, and her increasingly muscular legs improve her base land speed by 10 feet.
- **Trumpet Archon:** The incredible power of the trumpet archon flows through the infused, increasing her Constitution by +2.
- **Bralani:** The infused is filled with the endurance of the eternal gale, increasing her Constitution by +2.
- **Ghaele:** The infused gains the resiliency of the eladrin, granting her damage reduction 5/cold iron or evil.
- **Avoral:** The infused's eyes become hawklike, granting the infused a +8 bonus on Spot checks. In addition, the infused's skin hardens, giving her a +2 natural armor bonus.
- **Leonal:** The majestic power of the leonal grants the infused spell resistance equal to 11 + infused level.

**Celestial Power IV:** At 10th level, the celestial deems the infused worthy of its most powerful gifts.

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*blade barrier* and *dispel evil*.
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*greater restoration* and *polymorph* (self only).
- **Solar**—Slaying Arrows (Su): Once per day, the infused can make an arrow she fires from a bow into a *slaying arrow* (see page 228 of the *Dungeon Master's Guide*). She must declare the creature type the arrow is to affect before she draws it from her quiver.
- **Lantern Archon**—Aura of Menace (Su): A righteous aura surrounds the infused when angry or fighting. Any hostile creature within a 20-foot radius of the infused must succeed on a Will save (DC 10 + 1/2 infused level + Charisma modifier) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the infused that generated the aura. A creature that has resisted this effect cannot be affected again by the same infused's aura for 24 hours.
- **Hound Archon**—Teleport (Su): The infused gains the ability to *greater teleport* twice per day, as the spell cast by a 14th-level sorcerer, except that the infused can only *teleport* herself and up to 50 pounds of objects.
- **Trumpet Archon**—*Call to the Heavens* (Sp): The infused's trumpet can be used to call for aid. Twice per day, the infused can blow the trumpet and invoke a *summon monster IX* spell that can only summon creatures of lawful good alignment.
- **Bralani**—Spell-Like Abilities (Sp): 3/day—*blur* and *lightning bolt*.
- **Ghaele**—Spell-Like Abilities (Sp): 2/day—*lesser globe invulnerability* and *magic circle against evil*.
- **Avoral**—Spell-Like Abilities (Sp): 3/day—*true seeing*; 1/day—*lightning bolt*.
- **Leonal**—Rake (Ex): A leonal-infused that successfully grapples using its bite attack can make two rake attacks with its hind legs, each dealing 1d4 points of damage plus her Strength bonus (1d3 for Small characters).

# Landmark Project

## World's Largest Dungeon construction site breaks ground today.

With a record-breakingly large workforce the *World's Largest Dungeon* construction site broke ground today amid reports of possible delays and setbacks. After months of negotiation with Dwarven Teamsters Union #76, an agreement was made at the eleventh hour that will keep the project on track.

Under the original plan, cheap Undead labor would be used for the initial excavation. With rising medical costs and a strict deadline, Undead appeared to be a viable solution. However, when Dwarven Teamsters Union #76 threatened a Walk-Out, the Celestials in charge of finance gave in.

"The important thing is keeping the timetable on track. With over 1,500 spacious rooms and scenic views, this is a project where everyone wins!"

"I'm just looking out for number one," said an angry Dwarf, "I mean, if we give the undead the dungeon-making industry, where will it stop? Soon we won't be able to make our own dungeons, and where will that leave us in the global market?"

Adventurers around the globe were relieved to hear that the settlement was reached prior to summer convention season, when profits from the *World's Largest Dungeon* would be needed to pay for the entire affair. Every monster in the SRD is expected to make an appearance, offering a virtual cornucopia of slaying-fun for heroes of all ages.

***(Cont. Dungeon® #110)***

the WORLD's LARGEST DUNGEON

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# MAGIC ITEMS IN D&D MINIATURES

by Michael Donais

## GREAT POWER IN A LITTLE PACKAGE

The D&D miniatures skirmish game allows you to customize your warband by choosing your faction, commander, terrain tiles, and the heroes or villains that will fight for you. The one aspect it does not cover is what magic items your warriors wield as they head into battle. For many players, personalizing the magic items that a D&D character owns is as important as choosing that character's class. This article enables you to add a level of detail and customization to your D&D skirmish battles by presenting a method for pricing magic items and a list of prices for some of the most popular magic treasures in the game.

The article groups magic items into three categories: Lesser Magic Items, Greater Magic Items, and Flat-Rate Magic Items.

High-cost miniatures tend to benefit more from magic items than low-cost miniatures. For example, if you give a *+2 longsword* (which gives +2 attack) to a miniature that deals 20 damage, then it will benefit more than a miniature that deals only 5 damage. Because of this, most magic items cost more points if you give them to more powerful figures.

### WHO CAN USE MAGIC ITEMS?

The simplest way to determine who can use which magic items is to say that only a model with a weapon (listed on the D&D RPG side of the miniature's stat cards) can use a magic weapon. Only a unit with a shield can use a magic shield, and only a unit with armor can use magic armor. Most other magic items like rings, potions, and wondrous items can be used by any miniature with an Intelligence score of 3 or higher. A unit can never wear two magic items that go on the same location (like two shields or two pairs of boots). Only models that have at least one spell can use scrolls. More complete rules for who can use magic items are given in chapter 2 of the *Miniatures Handbook*.

### MAGIC ITEM STRATEGY

Magic items are better for some models than others. If you buy *+2 magic armor* and a *+2 magic shield* for the Gold Champion, his AC will go from 25 to 29. Someone with +9 attack goes from having a 25% chance to hit to having a 5% chance to hit. Opponents need to attack him five times as often to get the same number of hits. However, if you buy those magic items for the Eye of Gruumsh (AC 11), you benefit a lot less. Someone with a +9 attack would go from having a 95% chance to hit to having a 75% chance to hit.

If a model already does a lot of damage, like the Minotaur, try to improve its chance to hit with a *+1* or *+2 weapon*. On the other hand, if the miniature does not do very much damage but has multiple attacks, like the Bladesinger, give it a *flaming weapon* (or something similar) to increase the damage of its attacks.

### NEW SCENARIOS

The simplest way to use the magic item cost rules is to allow players to purchase magic items with the standard 100 points that a player uses to create his warband. Tournament play does not currently allow magic items. For casual play, here are three scenarios that integrate magic items into the skirmish game.

#### IN THE NAME OF THE CHURCH

Infiltrators have robbed your church of valuable magic weapons and armor. Catch the thieves and recover the prized magic items. Your church has suffered significant losses but manages

to send out your warband in hopes of recovering its holy relics.

**Special Rule—Recovered Tithe:** Each time a player scores victory points in an increment of 20, that player's warband gets a random greater magic item.

**Variant:** If the game is being played to 200 points, players continue gaining major magic items for every 20 victory points up to 200.

**Victory:** Same as standard skirmish.

### Plundered Hoard

Perhaps it was a dragon's hoard or a stash left by illithids centuries ago. Either way, a trove of magic items has been located in a dungeon by competing warbands. Fight to recover the magic items, and use them to defeat your opponents. This scenario sets the players in a race to the treasure rooms and assures a great battle once the forces load up with magic treasures in the midst of the fray.

**Setup:** Before rolling for terrain initiative, set up two Treasure Room tiles in the center of the battle grid. Place them adjacent to each other in the exact center of the board, lengthwise, so that the doorway on the long side of each tile matches the long-side doorway on the other tile.

**Special Rule—Magic Loot:** Any creature that ends its turn on one of these two Treasure Room terrain tiles rolls a d20. On a roll of 1–10 the unit finds a random lesser magic item, on an 11–16 it discovers a random flat rate magic item, while on a 17–20 it finds a random greater magic item. If the unit cannot use the item (for example, it is a ranged weapon and that unit has no ranged attack) then it finds nothing.

**Victory:** Same as standard skirmish.

### The Wealthy Wage War

Two wealthy merchant houses are preparing for battle. They both have access to many magic items to help their mercenaries defeat their enemy, and they spare no expense when honor and great riches hangs in the balance.

**Setup:** Add 20 points worth of magic items to your warband. If you are playing a 200-point game, add 40 points worth of magic items to your warband.

**Victory:** Same as standard skirmish.

## Random D&D Miniature Magic Items

| Roll | Lesser Magic Items | Benefit |
|---|---|---|
| 1–2 | *+1 armor* | +1 AC |
| 3 | *+1 shield* | +1 AC |
| 4–5 | *+1 melee weapon* | +1 melee attack, magic damage |
| 6 | *+1 ranged weapon* | +1 ranged attack, magic damage |
| 7 | *Armor of command* | +1 command rating (if any) |
| 8 | *Shadow armor* | Hide |
| 9 | *Spell resistance armor* | Spell Resistance |
| 10 | *Keen weapon* | Critical hit on 19–20 |
| 11 | *Shield of arrow deflection* | Deflect Arrows (+4 AC vs. ranged attack) |
| 12 | *Armor of fire resistance* | Resist 10 Fire |
| 13 | *Armor of cold resistance* | Resist 10 Cold |
| 14 | *Winged boots* | Speed FB in addition to old speeds |
| 15 | *Potion of cure moderate wounds* | Replaces attacks for 1 round; heals 10 hit points |
| 16 | *Belt of one mighty blow* | Smite (+5 damage) |
| 17 | *Boots of charging* | Powerful charge +10 |
| 18 | *Boots of striding* | +2 Speed |
| 19–20 | *Cloak of resistance* | +2 save |

| Roll | Greater Magic Items | Benefit |
|---|---|---|
| 1–2 | *+2 armor* | +2 AC |
| 3 | *+2 shield* | +2 AC |
| 4–5 | *+2 melee weapon* | +2 melee attack, magic damage |
| 6 | *+1 flaming ranged weapon* | +1 ranged attack, damage is magic +5 Fire |
| 7 | *Lionheart armor* | +4 to morale saves |
| 8 | *Flaming weapon* | +1 melee attack, damage is magic +5 Fire |
| 9 | *Frost weapon* | +1 melee attack, damage is magic +5 Cold |
| 10 | *Shock weapon* | +1 melee attack, damage is magic +5 Electric |
| 11 | *Holy weapon* | +1 melee attack, damage is magic +10 vs. evil |
| 12 | *Unholy weapon* | +1 melee attack, damage is magic +10 vs. good |
| 13–14 | *Armor of resistance* | Resist 10 Acid, Cold, Electricity, Fire, Sonic |
| 15 | *Potion of cure serious wounds* | Replaces attacks for 1 round; heals 20 hit points |
| 16 | *Amulet of fortune* | Reroll one save per battle |
| 17 | *Amulet of health* | As *bear's endurance* (living creature gains +10 HP) |
| 18 | *Boots of big stepping* | *Dimension door* (self only; place wearer in any square it can see at least part of) |
| 19 | *Cloak of Charisma* | +2 commander rating (if any) |
| 20 | *Cloak of minor displacement* | Conceal 6 |

| Point Cost | Roll | Flat Rate Magic Items | Benefit |
|---|---|---|---|
| 2 | 1–6 | *Scroll of magic weapon* | *Magic weapon* (touch; +1 attack, ignore DR) |
| 2 | 7–12 | *Scroll of magic missile* | *Magic missile* (sight; 5 damage) |
| 10 | 13–16 | *Scroll of fireball* | *Fireball* (sight; 4 square radius, 20 damage; DC 15) |
| 4 | 17–20 | *Circlet of blasting* | *Searing light* (sight; 10 damage, 20 damage to undead) |

## Pricing Magic Items

Depending on their powers and whom you choose to equip with them, magic items used in a skirmish game can vary greatly in point cost.

### Lesser Magic Items

| Value of Wielder | Point Cost of Item |
|---|---|
| 1–20 | 1 |
| 21–40 | 2 |
| 41–60 | 3 |
| 61–80 | 4 |
| 81–100 | 5 |

### Greater Magic Items

| Value of Wielder | Point Cost of Item |
|---|---|
| 1–10 | 1 |
| 11–20 | 2 |
| 21–30 | 3 |
| 31–40 | 4 |
| 41–50 | 5 |
| 51–60 | 6 |
| 61–70 | 7 |
| 71–80 | 8 |
| 81–90 | 9 |
| 91–100 | 10 |

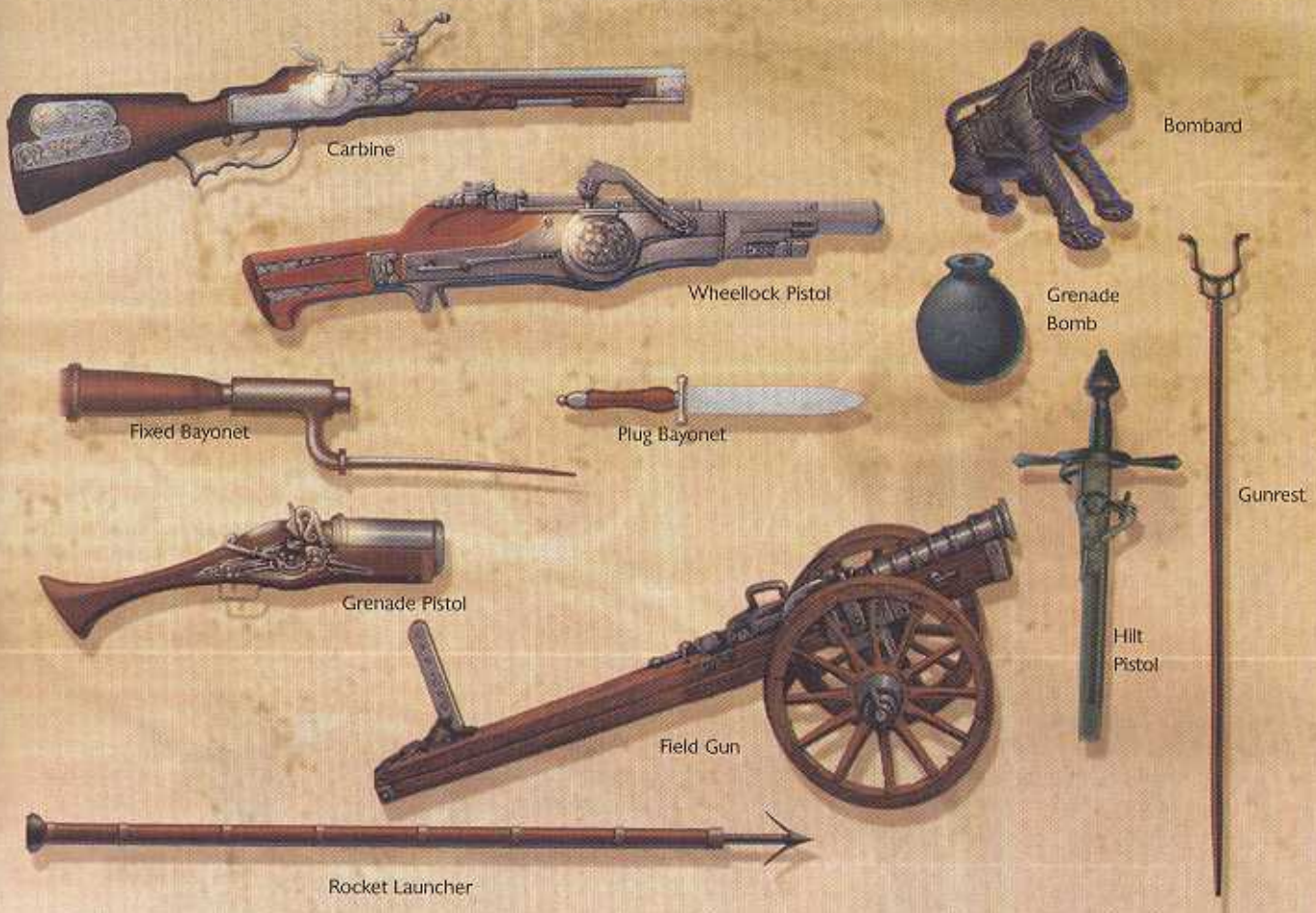
### Cost of Flat-Rate Magic Items

Flat rate magic items are items that do not scale in power with their wielder so they always cost the same number of points. These are usually offensive limited-use items like a scroll. Defensive scrolls and unlimited-use items have to scale like lesser and greater magic items.

# THE WAY OF THE GUN

## Gunpowder Weapons for D&D

by Michael Shortt · illustrated by Marc Sasso




The *Dungeon Master's Guide* notes that "technology defines a setting as much as culture," and it offers a selection of weapons and items from societies far more advanced than those commonly found in standard D&D games. These lists are far from comprehensive, however. To reflect an era defined by rapid advances in scientific knowledge and new inventions, a DM should be equipped with a selection of appropriately advanced devices. With that in mind, this article presents a wide range of "high-tech" items, appropriate for use in nearly any campaign.

## GUNPOWDER WEAPONS

Although varied in their range, strength, and usage, an assortment of weapons from distant lands and advanced eras made deadly use of gunpowder. From elegant dueling pistols to crude handcannons, there is considerably more to gunpowder weaponry than just pistols and muskets. Unless otherwise noted, a gun requires two hands to load and 1 ounce of gunpowder for each shot. Reloading a firearm is a standard action that provokes attacks of opportunity.

### Blunderbuss

The word blunderbuss is derived from Dutch and literally means, "thundergun." Their trumpet-shaped barrels were designed to scatter shot across a wide arc, making them popular among both homeowners and naval boarding parties.

Much like a primitive shotgun, the blunderbuss was not designed for accuracy of any kind. When fired, a blunderbuss does not require the user to make an attack roll. Rather, all creatures in a 20-foot cone must make a DC 15 Reflex save or be struck by shot (see the Gunpowder Weapons table). Those who make their save suffer only half damage. Because no attack roll is made using this weapon, a blunderbuss cannot cause critical hits.

Blunderbuss shot consists of 1 pound of nearly any form of scrap metal, stones, or other improvised bullets. However, the sizable cone expelled by a blunderbuss requires that 4 ounces of gunpowder be used in loading and reloading the weapon, instead of the standard 1 ounce.

### Carbine

When it became clear to even cavalrymen that lance-wielding charges were finally obsolete, the need arose for a weapon that could be fired and reloaded from horseback. Bridging the gap between rifles and pistols, the carbine is a short, light weapon that sacrifices range while maintaining firepower.

Carbines are more or less identical to normal muskets, but they have shorter barrels and lighter frames that reduce their range significantly. However, since carbines are built for mounted combat, a character firing from the back of a mount making a double move suffers only a -2 penalty to his ranged attack rolls (instead of -4). Also, a character firing from the back of a running mount suffers only a -4 penalty to his ranged attack rolls (instead of -8). See page 157 of the *Player's Handbook* for more information about mounted combat.

### Hand Cannon

Large and unwieldy, hand cannons are relatively primitive firearms manufactured by cultures just learning how to use gunpowder. Also known as an arquebus, a hand cannon consists of

a smooth barrel bound to a wooden stock by tight iron hoops

Due to their simplistic design, hand cannons do not have the range or damaging capability of more advanced muskets. However, their simplicity makes them the cheapest of all firearms.

**Pistol, Dueling**

Finely crafted to suit the tastes of quarrelsome young aristocrats, dueling pistols represent the height of the gunsmith's craft. They use the best materials available and are heavily personalized and elaborately decorated.

Dueling pistols are essentially masterwork pistols sold in matched sets of two (see the *Dungeon Master's Guide*, page 145). Masterwork firearms are treated just as any other masterwork ranged weapon, offering a +1 enhancement bonus on attack rolls. The price on the Gunpowder Weapons table lists the price of a matched set of two dueling pistols.

**Pistol, Grenade**

Grenade pistols look much like rifles or muskets with a blunt, wide muzzle that ends just inches beyond the firing mechanism. Capable of loading and firing a variety of thrown weapons, grenade pistols greatly increase the threat of these weapons.

A grenade pistol can launch any of the following projectiles, which can also be used as thrown weapons (see page 158 of the *Player's Handbook*). At the DM's discretion, grenade pistols might be capable of launching other objects, although items in flasks or bags are destroyed upon being fired. A grenade pistol requires 4 ounces of gunpowder to fire.

**Bomb:** This round gunpowder bomb must be lit before it is loaded into a grenade pistol. Lighting a bomb requires a move action in addition to the time it takes to load. While lighting a bomb, a character can decide how long he wants the fuse to be, choosing when it detonates from 1 to 5 rounds or upon impact if the weapon is immediately fired. This allows the grenade pistol's user to keep the weapon loaded for a time before firing or cause the grenade to explode several rounds after it has been fired.

When the fuse expires, a bomb deals 2d6 points of fire damage to all creatures within 5 feet. Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage. As with thrown weapons, a bomb may target either a creature or a specific grid intersection and deviates if it misses.

**Bomb Casing:** These containers are essentially weaker forms of normal bombs, the majority of their gunpowder replaced with a plugged empty hollow. If the user wishes, a wide variety of volatile chemicals or dangerous items can be placed within, allowing them to survive the blast of being fired.

Even though the explosion deals no damage, a bomb casing must still be lit before it is loaded into a grenade pistol, the charge breaking the casing open and scattering its contents. Lighting a bomb casing requires a move action in addition to the time it takes to load. While lighting the casing, a character can decide how long he wants the fuse to be, choosing when it detonates from 1 to 5 rounds or upon impact if the weapon is immediately fired. This allows the grenade pistol's user to keep the weapon loaded for a time before firing or cause the grenade to explode several rounds after it has been fired.

Bomb casings are commonly filled with a flask of acid, a flask of holy water, a tanglefoot bag, a smokestick, or a thunderstone. Loading any of these (or similar) items into a bomb casing requires a move action that provokes an attack of opportunity. Once loaded, these items (and items like them) are not damaged by being fired, and upon the bomb casing's fuse expiring, the small explosion disperses them just as if they had been thrown. See each item's individual description for its exact effects.

A bomb casing can also be used as a delivery method for some poisons. Casings can be filled with 5 uses of either a contact or inhaled poison, each of which must be applied as a standard action and risks poisoning the character as normal. Once filled, the poisoned casing can be lit and fired as normal. Upon detonating, the poison is scattered in a 5-foot-radius splash from the point it landed, exposing all the creatures in that area (see the effects of poisons on

## USING FIREARMS

Several factors commonly overlooked when using other ranged weapons should be considered when using gunpowder arms.

### ATTACKING WITH FIREARMS

Firearms are ranged weapons and follow all of the rules for using such arms. As they have a sturdiness not seen in less advanced ranged weapons, characters can use firearms as improvised melee weapons, striking targets with the weapons' butts (see one-handed and two-handed melee weapons on the Gunpowder Weapons table). Using a loaded firearm in this fashion in melee is extremely dangerous, as the weapon has a 50% chance of firing after each successful attack, hitting its wielder and dealing normal damage.

### LOADING

In addition to having to be reloaded after each shot, firearms also require 1 ounce of gunpowder to fire. Adding readily available gunpowder (such as that held in a powderhorn) to a firearm is considered in the time it takes to reload a weapon, but it is nevertheless an element characters must have to reload their weapons. Drawing gunpowder from a powderkeg or other source can significantly increase the time it takes to reload, so nearly all characters that use firearms should keep at least one powderhorn on hand at all times. More information on gunpowder can be found on page 145 of the *Dungeon Master's Guide*.

### SKILLS AND FEATS

PCs who plan on using firearms should take the Exotic Weapon Proficiency (firearms) feat, to avoid the -4 penalty to attack rolls for using weapons they are not proficient with. Unlike other proficiencies in exotic weapons, Exotic Weapon Proficiency (firearms) applies to all firearms, not just a single type (see page 144 of the *Dungeon Master's Guide*). Other feats like Point Blank Shot or Precise Shot can also greatly increase accuracy. Having a few ranks in Craft (alchemy) might also aid in dealing with and creating gunpowder.

If a character plans on using larger artillery weapons, taking ranks in skills like Profession (siege engineer) greatly increases the rate of attacks using these massive weapons, while Knowledge (architecture and engineering) might aid in picking out prime defensive targets. Also, siege engineers might want to take the Leadership feat to assure that they always have a crew on hand to aid them in moving and firing artillery weapons.

page 297 of the *Dungeon Master's Guide*). However, since the broad splash is a less than an optimal method of transferal and does not assure direct exposure, the DCs of Fortitude saves to resist these exploded poisons are decreased by -2. Poisons spread using bomb casings are used up after detonating and do not affect creatures on later rounds.

**Canister:** These light, cylindrical containers function much like bomb casings, only they contain no gunpowder. A cork at one end of the iron canister allows an item the size of a potion or folded scroll to be fired from a grenade pistol and land without damage. A canister may target either a creature or a specific grid intersection, as if it were a thrown weapon, and deviates if it misses (see page 158 of the *Player's Handbook*). If the canister's target is a creature, the target may attempt to catch it, if it has a free hand, by making a successful DC 15 Dexterity check. If the target fails this Dexterity check, the canister deviates as if it had missed.

### Pistol, Hilt

The most prolific of all combined weapons, hilt pistols are firearms built into another weapon. Nearly any weapon can have a pistol built into it. History provides examples of even whips and axes with attached guns. A hilt pistol allows a wielder to choose between attacking with either the melee weapon or the hilt pistol, without having to switch between weapons. A character with multiple attacks can even make a single ranged attack using the hilt pistol as part of a full attack action, without suffering the penalties for fighting with two weapons. A hilt pistol used in melee combat is still considered a ranged weapon and provokes attacks of opportunity. An enhancement bonus on the weapon the hilt pistol is attached to does not apply to the attached hilt pistol as well, although the pistol can be enhanced separately.

### Pistol, Holdout

Commonly used by gamblers, spies, and other professionals who need easily

## GUNPOWDER WEAPONS

| Exotic Weapons | Cost | Damage (S) | Damage (M) | Critical | Range Increment | Weight | Type |
|---|---|---|---|---|---|---|---|
| *One-Handed Melee Weapons* | | | | | | | |
| Pistol butt | – | 1d3 | 1d4 | x2 | – | – | Bludgeoning |
| *Two-handed Melee Weapons* | | | | | | | |
| Rifle butt | – | 1d4 | 1d6 | x2 | – | – | Bludgeoning |
| *One-Handed Ranged Weapons* | | | | | | | |
| Pistol* | 250 gp | 1d8 | 1d10 | x3 | 50 ft. | 3 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Pistols, dueling (2) | 1,100 gp | 1d8 | 1d10 | x3 | 50 ft. | 3 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Pistol, grenade | 300 gp | – | – | – | 40 ft. | 4 lb. | – |
| Bomb* | 150 gp | 2d6 | 2d6 | – | 10 ft.** | 1 lb. | – |
| Bomb casing | 30 gp | special | special | – | 10 ft.** | 1 lb. | – |
| Canister | 20 gp | – | – | – | 10 ft.** | 1 lb. | – |
| Pistol, hilt | +300 gp | 1d8 | 1d10 | x3 | 10 ft. | +2 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Pistol, holdout | 100 gp | 1d6 | 1d8 | x2 | 10 ft. | 1 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Pistol, shield | +300 gp | 1d6 | 1d8 | x2 | 10 ft. | +2 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Pistol, spear | +150 gp | +1d6 | +1d8 | – | – | +2 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| *Two-Handed Ranged Weapons* | | | | | | | |
| Blunderbuss | 200 gp | 1d4 | 1d6 | – | special | 10 lb. | Piercing |
| Carbine | 300 gp | 1d10 | 1d12 | x3 | 100 ft. | 7 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Hand cannon | 50 gp | 1d8 | 1d10 | x3 | 50 ft. | 15 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Musket* | 500 gp | 1d10 | 1d12 | x3 | 150 ft. | 10 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Rifle | 600 gp | 1d10 | 1d12 | x3 | 200 ft. | 12 lb. | Piercing |
| Bullets (10) | 3 gp | – | – | – | – | 2 lb. | – |
| Rocket launcher | 300 gp | – | – | – | – | 4 lb. | – |
| Explosive | 40 gp | special | special | – | 80 ft. | 6 lb. | – |
| Incendiary | 30 gp | special | special | – | 80 ft. | 5 lb. | – |
| Spear | 15 gp | 1d6 | 1d8 | x3 | 120 ft. | 4 lb. | Piercing |

*These items originally appear in the *Dungeon Master's Guide*.

**Range increment when thrown.

## WEAPON ATTACHMENTS AND MODIFICATIONS

| Type | Cost | Weight |
|---|---|---|
| Bayonet, fixed | +15 gp | +2 lb. |
| Bayonet, plug | 2 gp | 1 lb. |
| Bayonet, ring | 2 gp | 1 lb. |
| Bayonet, spring | +5 gp | +2 lb. |
| Breachloading | +50 gp | — |

concealable firepower, holdout pistols are small and light enough to be carried without being noticed.

Due to their size, holdout pistols have a severely limited range, but characters gain a +2 bonus on Sleight of Hand checks made to conceal hilt pistols on their bodies (see page 81 of the *Player's Handbook*).

**Pistol, Shield**
One of the few forms of combined weapons that meld weapons and armor, shield pistols are firearms that run directly through a shield and can easily be fired by its user. Any shield, except a buckler, can have a pistol built into it, usually protruding from the top or directly through the center. A shield pistol can be used to either make a ranged attack or to increase the damage of a shield bash. When used to make a ranged attack, the user can fire it like a pistol. When used with a shield bash, a successful attack deals the pistol damage in addition to the shield bash damage. The damage dealt by a shield pistol in a shield bash is multiplied using the shield bash's critical multiplier on a critical hit. An enhancement bonus on a shield or shield spike does not apply to the attached shield pistol as well, although the pistol can be enhanced separately.

**Pistol, Spear**
One of several forms of combined weaponry, spear pistols merge the defensive capabilities of a spear with the destructive power of firearms. Any spear or similar piercing pole-arm can have a small pistol built into it, just below the blade. A spear pistol fires the first time a target is hit using the spear it is attached to, dealing additional damage. Since it does not have a normal trigger, a spear pistol cannot be fired as a ranged weapon. An enhancement bonus on the spear does not apply to the attached spear pistol as well, although the pistol can be enhanced separately.

**Rifle**
In contrast to the smooth-barreled musket, rifles have a series of ridges or troughs spiraling along the inside of their barrels, which spin the bullet as it is fired. This greatly improves range and accuracy, allowing troops to hit individual targets at long range, rather than relying on massed firepower. For this reason, they quickly became popular with snipers and irregular troops such as skirmishers who fought away from the main battle lines.

Rifles function essentially the same as muskets but they have considerably better range.

**Rocket Launcher**
Although not widespread, Chinese advances in missile technology throughout the twelfth century were considerable. Over the course of a few centuries, rockets advanced from improvised melee weapons to, in one case, a multi-stage naval rocket capable of traveling almost a mile.

The rocket launcher presented here is a small, man-portable variety that can fire three different types of ammunition. As a delivery platform, it is relatively unsophisticated, consisting of little more than a reinforced and fireproofed metal tube. Firing a rocket launcher is a full-round action that provokes an attack of opportunity. The three types of rockets are:

**Explosive:** Explosive rockets are made by packing scrap metal around a core of gunpowder. These rockets can target either creatures or specific grid intersections and deviate if they miss, just as thrown weapons do (see page 158 of the *Player's Handbook*). When the rockets strike a target, the gunpowder charge is ignited, dealing 1d10 points of damage on a direct hit and 1d4 points of damage to every creature within 5-foot radius.

**Incendiary:** This is a container of alchemist's fire mounted on a small rocket. These rockets can target either creatures or specific grid intersections and deviate if they miss, just as thrown weapons do (see page 158 of the *Player's*

## FIRING MECHANISMS

Firearms function on the explosive reaction gunpowder has when exposed to fire, using this blast to expel a projectile at dangerous speeds. Historically, numerous devices were used to create the spark needed to ignite a firearm's gunpowder priming. A few of the most popular and widely used firing mechanisms are presented here. Unless the DM wishes, these firing mechanisms do not affect the price or capabilities of firearms in game play.

### FLINTLOCK

Upon pulling the firearm's trigger, the pan containing the gunpowder is exposed and a piece of flint scraped above it. The resulting sparks ignite this priming, causing the weapon to fire. The elegant simplicity and speed of this method makes it one of the most widely used and favored firing mechanisms of both gunfighters and gunsmiths.

### MATCHLOCK

One of the earliest firing mechanisms used, this method required the firearm's user to light a slow-burning fuse suspended above the pan. Every time the trigger is pulled, the primed pan is exposed and the fuse inserted, applying the fire directly and firing the weapon. Although widely used, this cheap, simple mechanism is slow and inefficient.

If firearms use matchlock mechanisms in a specific campaign world, the DM might rule that a move action must be spent to light a firearm's fuse before it can be fired.

### WHEELLOCK

By applying a piece of iron pyrite to a spinning wheel, this mechanism creates sparks that shower the pan and ignite the priming. Although more efficient than matchlock firing mechanisms, the complexity and price of wheellocks prevented them from seeing widespread used.

*Handbook*). Upon hitting a target, an incendiary rocket is treated exactly as a thrown flask of alchemist's fire (see page 128 of the *Player's Handbook*).

**Spear:** By attaching small rockets to the front of a heavy metal spear, a new projectile is created with range and penetrating power far in excess of any muscle-powered javelin.

## OPTIONAL RULES: PRICING AND DAMAGE

The *Dungeon Master's Guide* presents advanced weaponry as technological rarities on par with the equipment presented in the *Player's Handbook*. A few changes to the standard rules for the pricing and damage of these items can easily make them more available and appealing options to PCs on a world filled with gunpowder technology.

### PRICING

Gunpowder weapons have the advantage of being easily mass-produced. This means that once a campaign world's craftsmen develop the required skills, firearms can potentially become cheaper to make than crossbows. A DM who wishes to lower the prices of such weapons could realistically have an advanced culture produce most of the equipment presented here at three-quarters to one-half the listed prices.

### DAMAGE

Increasing the damage dealt by gunpowder weapons is sure to raise the PCs' eyebrows and interest them in using new technology. One option is to let firearms deal damage as if they were a size category larger, which more than compensates for their long reload times. Another possibility is to increase their threat ranges or critical multipliers, simulating the unpredictable nature of early firearms. Be careful when advancing threat range and critical multipliers, as increased critical hits tends to benefit NPCs and monsters more than player characters.

### Weapon Attachments and Modifications

Historically, the often slow and dangerous task of reloading a firearm made traditional weapons seem more appealing. To overcome their weaknesses, several improvements were developed to increase the threat and usefulness of gunpowder weaponry.

#### Bayonet, Fixed

To allay the difficulties of loading and firing past an obtrusive blade, the fixed bayonet is a daggerlike point with a curved elbow affixed directly to the muzzle of a firearm. Although they cannot be removed, fixed bayonets are fashioned in such a way that they don't impede the use or loading of the weapon.

A weapon augmented with a fixed bayonet can be used in melee, just as any other bayonet, but it does not take additional time to draw or affix, and does not impede the loading or firing of the weapon.

#### Bayonet, Plug

The first bayonets were little more than daggers, their hilts jammed into the barrels of firearms and generally used only in emergencies.

Plug bayonets can be attached to any firearm as a move action, but this prevents the weapon from being loaded or fired for as long as it remains attached. When fitted to a one-handed firearm, bayonets create a dagger, while bayonets on two-handed weapons are treated as shortspears.

A plug bayonet must be drawn like a weapon in addition to the time it takes to affix one to a firearm.

#### Bayonet, Ring

As gunpowder weapons became more common, the shortcomings of the plug bayonet became progressively more obvious. Many of these problems were solved by the introduction of a bayonet that fitted around the muzzle of the gun.

Ring bayonets function exactly as plug bayonets in combat, except as noted here. While a ring bayonet is in place, the weapon may still be fired, but at a -2 penalty to attack rolls. Attempting to reload while a ring bayonet is fixed requires a full round action as it is difficult to reload around the protruding blade.

A ring bayonet must be drawn like a weapon in addition to the time it takes to affix one to a firearm.

#### Bayonet, Spring

A spring-loaded hinge attached to a firearm's muzzle keeps these bayonets out of the way while firing and loading, yet still allows them to be deployed swiftly. With only a simple adjustment, these bayonets make a firearm melee-ready in a moment.

Spring bayonets can be added to any firearm and can be set into place (or withdrawn) as a move action. As the blade extends above the muzzle of a firearm it can still be fired while the bayonet is fixed, although at a -2 penalty on attack rolls.

#### Breachloading

Although reliable, breachloading weapons were not introduced until the latter half of the nineteenth century. Individual craftsmen in your campaign might experiment with weapons that can be reloaded through a hatch near the base of the gun, a far easier and faster process than ramming shot down the barrel.

Breachloading can be added to any firearm, making it much easier to load than comparable bore-loading firearms. Weapons with breachloading that previously required a standard action to reload may be reloaded as a move action.

### ARTILLERY

The discovery and use of gunpowder saw its first applications in artillery and

## MISCELLANEOUS ITEMS

| Item | Cost | Weight |
|---|---|---|
| Bandolier | 2 gp | 1 lb. |
| Eyesting cylinder | 30 gp | 1 lb. |
| Gunrest | 2 gp | 5 lb. |
| Powderhorn* | 35 gp | 2 lb. |
| Powder keg* | 250 gp | 20 lb. |
| Springbox | 200 gp | 5 lb. |
| Whirligig | 800 gp | 10 lb. |

*These items originally appeared in the *Dungeon Master's Guide*.

## ARTILLERY

| Artillery | Cost | Damage | Critical | Range Increment | Crew |
|---|---|---|---|---|---|
| Bombard | 3,500 gp | 10d6 | – | 200 ft. (100 ft. minimum) | 4 |
| Field gun | 2,500 gp | 6d6 | – | Special | 2 |
| Organ gun | 3,000 gp | 4d6 | – | Special | 3 |

siege-worthy weaponry. Artillery weapons make use of many of the same rules as siege weapons (found on page 100 of the *Dungeon Master's Guide*).

### Bombard

The ancestors of modern artillery, bombards look much like small, rounded cannons or mortars. Varying construction methods lent these weapons a wide variety of appearances, from a series of crude iron hoops to ornate shapes resembling dragons and other monstrosities. Although inefficient and prone to spectacular malfunctions, bombards rapidly supplanted catapults as the dominant siege weapon due to their sheer destructive power.

To fire a bombard, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalties, and any appropriate modifiers from the Catapult Attack Modifiers table on page 100 of the *Dungeon Master's Guide*. If the check succeeds, the cannon ball hits the square it was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a cannon ball hits a

square, subsequent shots hit the same square unless the bombard is reaimed or the wind changes direction or speed. Since no attack rolls are made, bombards cannot cause critical hits.

If a bombard misses, roll 1d8 to determine where it lands. This determines the misdirection of the shot, with 1 being back toward the bombard and 2 through 8 counting clockwise around the target square. Then, count 3 squares back for every range increment of the attack.

Loading a bombard requires a series of full-round actions. A DC 15 Profession (siege engineer) check is required to set the fuse and then another DC 15 Profession (siege engineer) check loads the powder charge. Finally, a DC 10 Strength check is required to load a cannonball into the bombard. It takes four full-round actions to reaim a bombard (multiple crew members can perform these actions in the same round, so it would take a crew of four only 1 round to reaim a bombard).

A bombard is a large object with a 10-foot space.

### Field Gun

Although iron cannons performed adequately during sieges, their weight and delicate construction made it almost impossible to use them in combat. Bronze, on the other hand, was lighter and could be cast whole using techniques borrowed from medieval bellmakers. This allowed the construction of small, quick-firing cannons that could respond rapidly to fluid battlefield conditions.

Firing a loaded field gun is a simple act, requiring only a standard action (that provokes attacks of opportunity). Upon being fired, the field gun shoots a can-

## OPTIONAL RULE: MISFIRES

In certain worlds, firearms might still be in their infancy and are not always reliable. If the DM wishes, whenever a 1 is rolled on an attack roll using gunpowder weaponry, roll another d20 and consult the following table for a misfire effect.

| D20* | Roll Result |
|---|---|
| 1 | The firearm explodes, destroying the weapon and inflicting 5d6 damage upon the wielder. |
| 2–5 | The weapon's firing mechanism breaks. The weapon must be repaired before being used again, which costs one-quarter of the weapon's total price and requires a successful DC 15 Craft (gunsmithing) check. |
| 6–8 | Something prevents the weapon's firing mechanism from working. Determining and fixing the problem requires a full-round action. The firearm may not be used again until the problem is fixed. |
| 9–11 | Moisture or the wrong amount of gunpowder prevents the shot from firing. The firearm must be reloaded before it can be fired again. |
| 12–14 | A mechanical problem prevents the firearm from firing. The attack fails this round but may be retried with a new attack without reloading. |
| 15–17 | An imperfection in the muzzle causes this shot to go astray. The firearm's user makes another attack on another creature within 5 feet of the original target, randomly determining which creature if there are multiple targets. If there are no other targets within 5 feet, the shot merely misses. |
| 18–20 | No effect, the firearm misses as normal. |

* Enhanced and masterwork firearms add their enhancement bonus to their rolls on the misfire table.

nonball in a 500-foot-long, 5-foot-wide straight line directly in front of it, affecting all creatures in that line. Creatures in this line are allowed a DC 15 Reflex save to take half damage. Field guns do not have a standard range increment and cannot be fired farther than 500 feet. Since no attack rolls are made, field guns cannot cause critical hits.

Loading a field gun requires a series of full-round actions. A DC 15 Profession (siege engineer) check is required to set the fuse and then another DC 15 Profession (siege engineer) check loads the powder charge. Finally, a DC 8 Strength check is required to load a cannonball into the field gun. It takes two full-round actions to reaim a field gun (multiple crew members can perform these actions in the same round, so it would take a crew of two only 1 round to reaim a field gun).

A field gun is a Medium object with a 5-foot space.

### Organ Gun

Organ guns saw limited use as anti-infantry weapons, displaced by grapeshot rounds fired by newer, more versatile cannons. These complex weapons look like a series of large rifles or small cannons, arranged in a horizontal row and capable of being fired at a rapid rate.

Firing a loaded organ gun requires a full-round action (that provokes attacks of opportunity). Upon being fired, the organ gun discharges a 10-foot-wide barrage in a 300-foot-long line directly in front of it. Creatures in this line are allowed a DC 20 Reflex save to take half damage. Organ guns do not have a standard range increment and cannot be fired farther than 300 feet. Since no attack rolls are made, organ guns cannot cause critical hits.

Loading an organ gun requires six DC 10 Strength checks to load the cannon balls and a DC 20 Profession (siege engineer) check to set and bind the fuses. Reaiming an organ gun takes three full-round actions (multiple crew members can perform these actions in the same round, so it would take a crew of three only 1 round to reaim an organ gun).

An organ gun is a Large object with a 10-foot space.

## MISCELLANEOUS ITEMS

Due to the versatility and power of gunpowder weapons, a wide variety of equipment swiftly appeared to aid and augment their use.

### Gunman's Bandolier

A gunman's bandolier is a wide belt worn diagonally across the chest that developed as a replacement for the archer's quiver.

A gunman's bandolier has space for five items about the size of a potion, powderhorn, or bayonet. These items are readily available, allowing an item on a gunman's bandolier to be retrieved as a move action that does not provoke attacks of opportunity. A character may wear a maximum of two gunman's bandoliers at once, although the second holds only four items (a space is lost where one gunman's bandolier overlaps the other).

### Eyesting Cylinder

Eyesting cylinders are fragile tubes filled with an airborne irritant that causes the eyes to fill with tears and reflexively close.

Eyesting cylinders are treated as thrown splash weapons in that they may target creatures or specific grid intersections and can affect multiple creatures (see page 158 of the *Player's Handbook*). Upon striking its target, an eyesting cylinder breaks, filling the adjacent squares with a cloud of dust. Anyone caught in or entering this area must make a DC 15 Fortitude save or be blinded for 1d6 rounds. A moderate or stronger wind dissipates the cloud in 1 round, otherwise the cloud dissipates in 4 rounds on its own.

### Gunrest

Used by musketeers to keep their weapons level during long battles, gunrests look something like slender, two-pronged pitchforks.

Planting a gunrest firmly in the ground and taking aim requires a standard action but gives the user a +2 circumstance bonus on his attack roll when using a two-handed firearm for as long as he remains stationary. Gunrests cannot be used with one-handed firearms or other ranged weapons.

### Powderhorn

These shoulder-strung horns or leather flasks are filled with 2 pounds of gunpowder. As a firearm requires 1 ounce of gunpowder every time it is reloaded, powderhorns contain enough gunpowder to fire 32 shots from most firearms. Drawing gunpowder from a powderhorn to reload a weapon is a free action.

### Powder Keg

These small kegs hold 15 pounds of gunpowder. As a firearm requires 1 ounce of gunpowder every time it is reloaded, powder kegs contain enough gunpowder to fire 240 shots from most firearms. Powder kegs are not waterproof and gunpowder exposed to water cannot be used to fire a bullet.

Because powder kegs are considerably more awkward than powderhorns, a move action is required to draw an amount of gunpowder that can be used in loading a firearm. This is in addition to however long it normally takes to reload a firearm.

### Springbox

Gunpowder was a potent battlefield weapon, but it proved more difficult to adapt to defensive purposes. Springboxes were one of the few passive defenses to utilize gunpowder, a simple precursor to the modern landmine that explodes when stepped on. These simple boxes are often covered in dirt or otherwise disguised to blend in with their surroundings.

**Springbox:** CR 1; mechanical; touch trigger; no reset; 20 ft. blast (2d6 fire, DC 20 save half damage); Search DC 22; Disable Device DC 20. *Market Price:* 200 gp.

### Whirligig

Although expensive and relatively easy to notice, whirligigs are short cylinders with several loaded muzzles attached to a rotating gear. Effective anti-personnel weapons, these items are essentially portable traps that can easily be rigged to a tripwire or other trigger. When activated, the flat cylinder-shaped device spins around, effectively attacking all creatures within 30 feet by spewing pistol shots in all directions.

**Whirligig:** CR 2; mechanical; location trigger; manual reset; Atk +8 ranged (1d10/x3, bullets); multiple targets (all targets within 30 ft.); Search DC 15; Disable Device DC 20. *Market Price:* 800 gp.

# Planar Dragons

by Edward Bonny • illustrated by Marc Sasso

# Dragons of the Outer Planes

Those who travel the infinite planes encounter the most fantastic and unusual creatures. Among these are the planar dragons, great beasts as massive and impressive as their Material Plane cousins but bearing the focus of the Outer Planes. Five new planar dragons are presented here.

Planar dragons are true dragons similar to the chromatic and metallic dragons that dwell on the Material Plane. Like their metallic and chromatic counterparts, planar dragons possess powerful physical bodies, draconic immunities, and spell-like abilities. Where they differ is in innate spellcasting abilities: planar dragons don't have any. Planar dragons have all the other traits and abilities common to all true dragons. A planar dragon uses its age category as its caster level for all spell-like abilities. Planar dragons have the dragon type, rather than the outsider type, despite the fact they are native to planes other than the Material Plane.

The planar dragons in this article originate from the Outer Planes: Arborea, the Beastlands, Bytopia, Mechanus, and the Outlands. If your campaign's cosmology lacks these planes, you should assign different homes for each of these dragon types. For more information about dragons and for other planar dragons, see the *Draconomicon*.

# ADAMANTINE DRAGON

Dragon (Extraplanar)
**Environment:** Twin Paradises of Bytopia
**Organization:** Solitary (1 dragon, any age), clutch (2-5 wyrmlings, very young, young, or juveniles), or family (1-2 mature adults and 2-5 offspring)
**Challenge Rating:** Wyrmling 6; very young 8; young 10; juvenile 12; young adult 15; adult 16; mature adult 19; old 20; very old 21; ancient 22; wyrm 23; great wyrm 24
**Treasure:** Triple standard
**Alignment:** Always neutral good
**Advancement:** Wyrmling 10-11 HD (Medium); very young 13-14 HD (Large); young 16-17 HD (Large); juvenile 19-20 HD (Large); young adult 22-23 HD (Huge); adult 25-26 HD (Huge); mature adult 28-29 HD (Huge); old 31-32 HD (Gargantuan); very old 34- 35 HD (Gargantuan); ancient 37-38 HD (Gargantuan); wyrm 40-41 HD (Colossal); great wyrm 43+ HD (Colossal)
**Level Adjustment:** Wyrmling +4; very young +5; others –

Adamantine dragons patrol Bytopia, ever on alert for invading fiends, spying rilmani, and other unwanted intrusions. These self-appointed guardians of the Twin Paradises take the security of their home plane seriously, rarely visiting other planes. Adamantine dragons are widely regarded as exemplars of basic goodness. They are helpful to a fault, never failing to aid good beings in times of need.

An adamantine dragon's body is small in comparison to its disproportionately large claws, wings, and tail. It has a smooth hide that gleams like a silvery metal coated in diamond dust. Sweeping horns fan back from the dragon's snout, forming a radiant, crownlike crest.

Gnome petitioners of Bytopia, the closest allies of adamantine dragons, often build them magnificent castles to use as lairs. These castles are usually built near gnome towns the adamantine dragons have sworn to protect. Occasionally, an adamantine dragon lairs in uncivilized Shurrock, in order to watch over travelers to that layer.

Adamantine dragons speak Celestial, Draconic, and Gnome.

## Combat

Adamantine dragons favor using their *hold monster* breath at the start of combat, then they wade into battle swinging their massive claws and trying to destroy any equipment their enemies might have. They have no compassion for evil creatures and banish evil threats they cannot slay outright.

**Breath Weapon (Su):** An adamantine dragon has two types of breath weapon, a line of searing white hot fire and a cone of *hold monster* gas. Living creatures within a cone of *hold monster* gas must succeed on a Will save or be held, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

**Increased Damage (Ex):** Because of their oversized limbs and natural weapons, adamantine dragons deal damage as if they

were one size category larger than they really are. The adamantine dragon doesn't gain the additional attacks of the larger size, only the greater damage.

**Adamantine Touch (Ex):** An adamantine dragon's natural weapons are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

**Improved Sunder:** An adamantine dragon has the Improved Sunder feat as a bonus feat, and it frequently attempts to destroy its opponents' weapons and armor.

**Alternate Form (Su):** An adult or older adamantine dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as the *polymorph* spell cast by a 10th-level caster, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

**Spell-like Abilities:** 3/day—*mirror image* (very young or older), *dimension door* (juvenile or older), *dispel evil* (adult or older), *banishment* (old or older); 1/day—*antipathy* (old or older), *power word stun* (ancient or older), *reverse gravity* (great wyrm).

**Skills:** Heal and Tumble are considered class skills for adamantine dragons.

## ADAMANTINE DRAGONS BY AGE

| Age | Size | Hit Dice (hp) | Str | Dex | Con | Int | Wis | Cha | Base Attack/ Grapple | Attack | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Frightful Presence DC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wyrmling | M | 9d12+18 (76 hp) | 19 | 10 | 15 | 12 | 15 | 12 | +9/+13 | +13 | +8 | +6 | +8 | 2d8 (16) | – |
| Very young | L | 12d12+36 (114 hp) | 23 | 10 | 17 | 14 | 17 | 14 | +12/+22 | +17 | +11 | +8 | +11 | 4d8 (19) | – |
| Young | L | 15d12+45 (142 hp) | 27 | 10 | 17 | 14 | 17 | 14 | +15/+27 | +22 | +15 | +12 | +9 | 6d8 (20) | – |
| Juvenile | L | 18d12+72 (189 hp) | 31 | 10 | 19 | 16 | 19 | 16 | +18/+32 | +27 | +15 | +11 | +15 | 8d8 (23) | – |
| Young adult | H | 21d12+105 (241 hp) | 33 | 10 | 21 | 16 | 19 | 16 | +21/+40 | +30 | +17 | +12 | +16 | 10d8 (25) | 23 |
| Adult | H | 24d12+120 (276 hp) | 35 | 10 | 21 | 18 | 21 | 18 | +24/+44 | +34 | +19 | +14 | +19 | 12d8 (27) | 26 |
| Mature adult | H | 27d12+162 (337 hp) | 37 | 10 | 23 | 18 | 21 | 18 | +27/+48 | +38 | +21 | +15 | +20 | 14d8 (29) | 27 |
| Old | G | 30d12+210 (405 hp) | 41 | 10 | 25 | 20 | 23 | 20 | +30/+57 | +41 | +24 | +17 | +23 | 16d8 (32) | 30 |
| Very old | G | 33d12+264 (478 hp) | 43 | 10 | 27 | 20 | 23 | 20 | +33/+61 | +45 | +26 | +18 | +24 | 18d8 (34) | 31 |
| Ancient | G | 36d12+324 (558 hp) | 45 | 10 | 29 | 22 | 25 | 22 | +36/+65 | +49 | +29 | +20 | +27 | 20d8 (37) | 34 |
| Wyrm | C | 39d12+390 (643 hp) | 47 | 10 | 31 | 22 | 25 | 22 | +39/+73 | +49 | +31 | +21 | +28 | 22d8 (39) | 35 |
| Great wyrm | C | 42d12+462 (735 hp) | 49 | 10 | 33 | 24 | 27 | 24 | +42/+77 | +53 | +34 | +23 | +31 | 24d8 (42) | 38 |

## ADAMANTINE DRAGON ABILITIES BY AGE

| Age | Speed | Initiative | AC | Special Abilities | SR |
|---|---|---|---|---|---|
| Wyrmling | 60 ft., fly 100 ft. (good), swim 40 ft. | +0 | 18 (+8 natural), touch 10, flat-footed 18 | Immunity to fire, adamantine touch, increased damage, Improved Sunder | – |
| Very young | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 20 (size –1, +11 natural), touch 9, flat-footed 20 | *Mirror image* | – |
| Young | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 23 (size –1, +14 natural), touch 9, flat-footed 23 | Damage reduction 5/magic | – |
| Juvenile | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 26 (size –1, +17 natural), touch 9, flat-footed 26 | *Dimension door* | – |
| Young adult | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 28 (size –2, +20 natural), touch 8, flat-footed 28 | Damage reduction 10/magic | 16 |
| Adult | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 31 (size –2, +23 natural), touch 8, flat-footed 31 | Alternate form, *dispel evil* | 18 |
| Mature adult | 60 ft., fly 150 ft. (average), swim 40 ft. | +0 | 34 (size –2, +26 natural), touch 8, flat-footed 34 | Damage reduction 15/magic | 20 |
| Old | 60 ft., fly 200 ft. (poor), swim 40 ft. | +0 | 35 (size –4, +29 natural), touch 6, flat-footed 35 | *Banishment* | 22 |
| Very old | 60 ft., fly 200 ft. (poor), swim 40 ft. | +0 | 38 (size –4, +32 natural), touch 6, flat-footed 38 | Damage reduction 15/magic and 5/adamantine | 24 |
| Ancient | 60 ft., fly 200 ft. (poor), swim 40 ft. | +0 | 41 (size –4, +35 natural), touch 6, flat-footed 41 | *Power word stun* | 26 |
| Wyrm | 60 ft., fly 250 ft. (clumsy), swim 40 ft. | +0 | 40 (size –8, +38 natural), touch 2, flat-footed 40 | Damage reduction 20/magic and 10/adamantine | 28 |
| Great wyrm | 60 ft., fly 250 ft. (clumsy), swim 40 ft. | +0 | 43 (size –8, +41 natural), touch 2, flat-footed | *Reverse gravity* | 30 |

# ARBOREAL DRAGON

Dragon (Extraplanar)
**Environment:** Olympian Glades of Arborea (Arvendor)
**Organization:** Solitary (1 dragon, any age), clutch (2-5 wyrmlings, very young, young, or juveniles), or family (pair of mature adults and 2-5 offspring)
**Challenge Rating:** Wyrmling 3; very young 5; young 6; juvenile 9; young adult 12; adult 13; mature adult 16; old 18; very old 19; ancient 20; wyrm 21; great wyrm 22
**Treasure:** Triple standard
**Alignment:** Always chaotic good
**Advancement:** Wyrmling 6-7 HD (Medium); very young 9-10 HD (Medium); young 12-13 HD (Large); juvenile 15-16 HD (Large); young adult 18-19 HD (Large); adult 21-22 HD (Huge); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Gargantuan); ancient 33-34 HD (Gargantuan); wyrm 36-37 HD (Gargantuan); great wyrm 39+ HD (Colossal)
**Level Adjustment:** Wyrmling +6; very young +6; young +6; others —

Arboreal dragons are feylike creatures fiercely devoted to promoting freedom and goodness for all. They hold holy crusaders in the highest regard and often undertake missions to aid noble heroes struggling in evil lands. These honorable dragons are frequently found enjoying wine and song in the company of elves, fey, and other nature-friendly creatures.

Among the true dragons of the multiverse, arboreal dragons possess the least draconic appearance. They have no horns, no spikes, and no back ridges. Tremendous gossamer wings that sway in the wind extend from their backs. Their streamlined bodies are covered in a patchwork of scintillating scales that slowly change in color and hue. They have elf-like eyes of the deepest black. Whether flying or walking, arboreal dragons leave a trail of sparkling mist in their wake. Despite their fragile appearances, though, arboreal dragons are powerful defenders of peace and beauty and are not to be trifled with.

Arboreal dragons speak Celestial, Draconic, Elven, and Sylvan.

## Combat

Arboreal dragons are unpredictable opponents, switching randomly between spell-like abilities, breath attacks, and their natural weapons. They often use tactics to scatter opponents and prevent them from coordinating attacks. Arboreal dragons retreat when drastically outnumbered or hard pressed, using *baleful polymorph* on foes to cover their escape.

**Breath Weapon (Su):** An arboreal dragon has one breath weapon, a cone of razor-sharp thorns that deal piercing damage. A creature within the cone may make a Reflex save to take half damage.

**Alternate Form (Su):** A young or older arboreal dragon can assume any animal, fey, or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on it by a 10th-level caster, except that the dragon does not regain hit points for changing form and can only assume the form of an animal, fey, or humanoid. The dragon can remain in its animal, fey, or humanoid form until it chooses to assume a new one or return to its natural form.

**Spell-like Abilities:** 3/day—*telekinesis* (young adult or older); *baleful polymorph* (mature adult or older); 1/day—*Otto's irresistible dance* (very old or older), *polymorph any object* (wyrm or older).

**Skills:** Climb, Spellcraft, and Survival are considered class skills for arboreal dragons.

## ARBOREAL DRAGONS BY AGE

| Age | Size | Hit Dice (hp) | Str | Dex | Con | Int | Wis | Cha | Base Attack/ Grapple | Attack | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Frightful Presence DC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wyrmling | M | 5d12+10 (42 hp) | 15 | 10 | 14 | 10 | 11 | 13 | +5/+7 | +7 | +6 | +4 | +4 | 2d10 (14) | – |
| Very young | M | 8d12+24 (76 hp) | 17 | 10 | 16 | 12 | 13 | 15 | +8/+11 | +11 | +9 | +6 | +7 | 4d10 (17) | – |
| Young | L | 11d12+33 (104 hp) | 19 | 10 | 16 | 14 | 13 | 17 | +11/+19 | +14 | +10 | +7 | +8 | 6d10 (18) | – |
| Juvenile | L | 14d12+56 (147 hp) | 21 | 10 | 18 | 14 | 15 | 17 | +14/+23 | +18 | +13 | +9 | +11 | 8d10 (21) | – |
| Young adult | L | 17d12+85 (195 hp) | 25 | 10 | 20 | 16 | 15 | 19 | +17/+28 | +23 | +15 | +10 | +12 | 10d10 (23) | 22 |
| Adult | H | 20d12+100 (230 hp) | 29 | 10 | 20 | 16 | 17 | 19 | +20/+37 | +27 | +17 | +12 | +15 | 12d10 (25) | 24 |
| Mature adult | H | 23d12+138 (287 hp) | 31 | 10 | 22 | 18 | 19 | 21 | +23/+41 | +31 | +19 | +13 | +17 | 14d10 (27) | 26 |
| Old | H | 26d12+182 (351 hp) | 33 | 10 | 24 | 18 | 21 | 21 | +26/+45 | +35 | +22 | +15 | +20 | 16d10 (30) | 28 |
| Very old | G | 29d12+232 (420 hp) | 35 | 10 | 26 | 20 | 23 | 23 | +29/+53 | +37 | +24 | +16 | +22 | 18d10 (32) | 30 |
| Ancient | G | 32d12+288 (496 hp) | 37 | 10 | 28 | 22 | 25 | 25 | +32/+57 | +41 | +27 | +18 | +25 | 20d10 (35) | 33 |
| Wyrm | G | 35d12+350 (577 hp) | 39 | 10 | 30 | 22 | 27 | 25 | +35/+61 | +45 | +29 | +19 | +27 | 22d10 (37) | 34 |
| Great wyrm | C | 38d12+418 (665 hp) | 41 | 10 | 32 | 24 | 29 | 27 | +38/+69 | +45 | +32 | +21 | +30 | 24d10 (40) | 37 |

## ARBOREAL DRAGON ABILITIES BY AGE

| Age | Speed | Initiative | AC | Special Abilities | SR |
|---|---|---|---|---|---|
| Wyrmling | 60 ft., fly 100 ft. (average) | +0 | 16 (+6 natural), touch 10, flat-footed 16 | Immunity to acid, sonic, and enchantment magic | 12 |
| Very young | 60 ft., fly 100 ft. (average) | +0 | 19 (+9 natural), touch 10, flat-footed 19 | Damage reduction 5/magic | 14 |
| Young | 60 ft., fly 150 ft. (average) | +0 | 21 (–1 size, +12 natural), touch 9, flat-footed 21 | Alternate form | 15 |
| Juvenile | 60 ft., fly 150 ft. (average) | +0 | 24 (–1 size, +15 natural), touch 9, flat-footed 24 | Damage reduction 10/magic | 16 |
| Young adult | 60 ft., fly 150 ft. (average) | +0 | 27 (–1 size, +18 natural), touch 9, flat-footed 27 | *Telekinesis* | 18 |
| Adult | 60 ft., fly 150 ft. (poor) | +0 | 29 (–2 size, +21 natural), touch 8, flat-footed 29 | Damage reduction 15/magic | 20 |
| Mature adult | 60 ft., fly 150 ft. (poor) | +0 | 32 (–2 size, +24 natural), touch 8, flat-footed 32 | *Baleful polymorph* | 22 |
| Old | 60 ft., fly 150 ft. (poor) | +0 | 35 (–2 size, +27 natural), touch 8, flat-footed 35 | Damage reduction 15/magic and damage reduction 5/lawful | 23 |
| Very old | 60 ft., fly 150 ft. (clumsy) | +0 | 36 (–4 size, +30 natural), touch 6, flat-footed 36 | *Otto's irresistible dance* | 25 |
| Ancient | 60 ft., fly 150 ft. (clumsy) | +0 | 39 (–4 size, +33 natural), touch 6, flat-footed 39 | Damage reduction 20/magic and damage reduction 5/lawful | 27 |
| Wyrm | 60 ft., fly 200 ft. (clumsy) | +0 | 42 (–4 size, +36 natural), touch 6, flat-footed 42 | *Polymorph any object* | 29 |
| Great wyrm | 60 ft., fly 200 ft. (clumsy) | +0 | 41 (–8 size, +39 natural), | Damage reduction 20/magic and damage reduction 10/lawful | 31 |

## AXIAL DRAGON

**Dragon** (Extraplanar)
**Environment:** Clockwork Nirvana of Mechanus
**Organization:** Solitary (1 dragon, any age), pair (young adult or older), or family (pair of mature adults and 2–5 offspring)
**Challenge Rating:** Wyrmling 4; very young 5; young 8; juvenile 10; young adult 13; adult 17; mature adult 19; old 21; very old 22; ancient 23; wyrm 25; great wyrm 27
**Treasure:** Triple standard
**Alignment:** Always lawful neutral
**Advancement:** Wyrmling 7–8 HD (Medium); very young 10–11 HD (Medium); young 13–14 H (Large); juvenile 16–17 HD (Large); young adult 19–20 HD (Huge); adult 22–23 HD (Huge); mature adult 25–26 (Huge); old 28–29 HD (Gargantuan); very old 31–32 HD (Gargantuan); ancient 34–35 HD (Gargantuan); wyrm 37–38 HD (Colossal); great wyrm 40+ HD (Colossal)
**Level Adjustment:** Wyrmling +5; very young +5; young +6; others –

Axial dragons are awe-inspiring, draconic embodiments of law who make their homes on the Clockwork Nirvana of Mechanus. These mighty dragons devote their lives to the perfection of thought and body, both in themselves and in all other creatures of the multiverse.

As there are no true standards of perfection, each axial dragon's perception of what is perfect differs. Purity, order, and symmetry are just a few examples of the many ways the universe can be perfected. Axial dragons might pursue the correction or destruction of half-breeds, flawed gemstones, anarchic civilizations, illogical philosophies, and so on in their crusade to order reality.

Axial dragons consider themselves to have the perfect draconic form. Their flawless bodies are sleek, sharply angular, symmetrical, and perfectly proportioned. Their horns and scales sparkle as if just polished. They have two pairs of rigid, fan-shaped wings. Wyrmlings begin life light blue in color but gradually turn deep purple as they age. Despite any wounds received, axial dragons never scar once healed. They are among the healthiest and most robust of dragons, and they are flawlessly sure of themselves.

Axial dragons speak Celestial, Common, Draconic, and Infernal.

## Combat

With its mind bent on perfection, an axial dragon turns each battle into a training session to better its fighting skills. It attacks foes with deadly accuracy, often guided by the insight gained from its divination abilities.

**Breath Weapon (Su):** An axial dragon has one type of breath weapon, a cone of force. A creature within the cone may make a Fortitude save to take half damage.

**Spell-like Abilities:** *3/day—arcane sight, true strike* (very young or older), and *plane shift* (wyrm or older); 1/day—*magic circle against chaos* (adult or older), *forcecage* (very old or older).

**Skills:** Spellcraft is considered a class skill for axial dragons. Axial dragons receive a +4 racial bonus on all Sense Motive checks.

### AXIAL DRAGONS BY AGE

| Age | Size | Hit Dice (hp) | Str | Dex | Con | Int | Wis | Cha | Base Attack/ Grapple | Attack | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Frightful Presence DC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wyrmling | M | 6d12+18 (57 hp) | 11 | 10 | 17 | 12 | 13 | 12 | +6/+6 | +6 | +8 | +5 | +6 | 2d6 (16) | – |
| Very young | M | 9d12+36 (94 hp) | 13 | 10 | 19 | 14 | 15 | 14 | +9/+10 | +10 | +10 | +6 | +8 | 4d6 (18) | – |
| Young | L | 12d12+60 (138 hp) | 17 | 10 | 21 | 14 | 15 | 16 | +12/+19 | +14 | +13 | +8 | +10 | 6d6 (21) | – |
| Juvenile | L | 15d12+90 (187 hp) | 19 | 10 | 23 | 16 | 17 | 24 | +15/+23 | +18 | +15 | +9 | +12 | 8d6 (23) | – |
| Young adult | H | 18d12+126 (243hp) | 21 | 10 | 25 | 16 | 17 | 26 | +18/+31 | +21 | +18 | +11 | +14 | 10d6 (26) | 27 |
| Adult | H | 21d12+168 (304 hp) | 23 | 10 | 27 | 18 | 19 | 28 | +21/+35 | +25 | +20 | +12 | +16 | 12d6 (28) | 29 |
| Mature adult | H | 24d12+216 (372 hp) | 25 | 10 | 29 | 18 | 21 | 30 | +24/+39 | +29 | +23 | +14 | +18 | 14d6 (31) | 32 |
| Old | G | 27d12+270 (445 hp) | 27 | 10 | 31 | 20 | 23 | 34 | +27/+47 | +31 | +25 | +15 | +20 | 16d6 (33) | 35 |
| Very old | G | 30d12+330 (525 hp) | 29 | 10 | 33 | 20 | 23 | 36 | +30/+51 | +35 | +28 | +17 | +22 | 18d6 (36) | 38 |
| Ancient | G | 33d12+396 (610 hp) | 31 | 10 | 35 | 22 | 25 | 38 | +33/+55 | +39 | +30 | +18 | +25 | 20d6 (38) | 40 |
| Wyrm | C | 36d12+468 (702 hp) | 33 | 10 | 37 | 24 | 27 | 40 | +36/+63 | +39 | +33 | +20 | +28 | 22d6 (41) | 43 |
| Great wyrm | C | 39d12+546 (799 hp) | 35 | 10 | 39 | 26 | 29 | 42 | +39/+67 | +43 | +35 | +21 | +30 | 24d6 (43) | 45 |

### AXIAL DRAGON ABILITIES BY AGE

| Age | Speed | Initiative | AC | Special Abilities | SR |
|---|---|---|---|---|---|
| Wyrmling | 60 ft., fly 50 ft. (perfect) | +0 | 18 (+8 natural), touch 10, flat-footed 18 | Immunity to acid, fire, and disease | – |
| Very young | 60 ft., fly 100 ft. (perfect) | +0 | 21 (+11 natural), touch 10, flat-footed 21 | *Arcane sight, true strike* | – |
| Young | 60 ft., fly 100 ft. (good) | +0 | 23 (–1 size, +14 natural), touch 9, flat-footed 23 | Immunity to cold and nonlethal damage | – |
| Juvenile | 60 ft., fly 100 ft. (good) | +0 | 26 (–1 size, +17 natural), touch 9, flat-footed 26 | Damage reduction 5/magic | – |
| Young adult | 60 ft., fly 150 ft. (average) | +0 | 28 (–2 size, +20 natural), touch 8, flat-footed 28 | Immunity to poison and mind-affecting effects | 13 |
| Adult | 60 ft., fly 150 ft. (average) | +0 | 31 (–2 size, +23 natural), touch 8, flat-footed 31 | *Magic circle against chaos* | 15 |
| Mature adult | 60 ft., fly 150 ft. (average) | +0 | 34 (–2 size, +26 natural), touch 8, flat-footed 34 | Damage reduction 10/magic | 17 |
| Old | 60 ft., fly 150 ft. (average) | +0 | 35 (–4 size, +29 natural), touch 6, flat-footed 35 | Immunity to polymorph effects and death effects | 19 |
| Very old | 60 ft., fly 150 ft. (average) | +0 | 38 (–4 size, +32 natural), touch 6, flat-footed 38 | *Forcecage* | 21 |
| Ancient | 60 ft., fly 150 ft. (average) | +0 | 41 (–4 size, +35 natural), touch 6, flat-footed 41 | Damage reduction 20/magic and damage reduction 5/chaotic | 23 |
| Wyrm | 60 ft., fly 200 ft. (poor) | +0 | 40 (–8 size, +38 natural), touch 2, flat-footed 40 | Immunity to critical hits and sneak attacks; *plane shift* | 25 |
| Great wyrm | 60 ft., fly 200 ft. (poor) | +0 | 42 (–8 size, +40 natural), touch 2, flat-footed 42 | Damage reduction 20/magic and damage reduction 10/chaotic | 27 |

# BEAST DRAGON

**Dragon** (Extraplanar)
**Environment:** Wilderness of the Beastlands
**Organization:** Solitary (1 dragon, any age), clutch (2-5 wyrmlings, very young, young, or juveniles), or family (pair of mature adults and 2-5 off spring)
**Challenge Rating:** Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 16; old 18; very old 19; ancient 20; wyrm 22; great wyrm 23
**Treasure:** Double standard
**Alignment:** Always good (neutral or chaotic)
**Advancement:** Wyrmling 7-8 HD (Small); very young 10-11 HD (Medium); young 13-14 HD (Medium); juvenile 16-17 HD (Large); young adult 19-20 HD (Large); adult 22-23 HD (Huge); mature adult 25-26 (Huge); old 28-29 HD (Huge); very old 31-32 HD (Gargantuan); ancient 34-35 HD (Gargantuan); wyrm 37-38 HD (Gargantuan); great wyrm 40+ HD (Colossal)
**Level Adjustment:** Wyrmling +3; very young +4; young +4; others —

Beast dragons are savage hunters who never forsake prey once they have its scent. These ravenous carnivores relish the taste of blood and roam the Beastlands continuously in search of food. They prefer hunting large dinosaurs but chase down anything that proves a good test of their skills. If rumor of evil creatures on the plane reaches them, beast dragons apply all their hunting skills toward tracking down the evil incursion and taking such creatures as prey.

These magnificent predators have powerfully muscled bodies covered in rough scales that range in color from earthy brown to olive green. Bone spurs resembling rocky thorns jut from the dragon's lower jaw and neck. These spurs run the length of the beast dragon's spine down to the end of its tail. A single, jagged horn sits atop its head.

Beast dragons are highly social creatures and use their alternate form ability to assume the shapes of other predators to hunt and mate with them. Not surprisingly, a large number of half-dragons throughout the Beastlands claim beast dragon ancestry.

## Combat

A beast dragon approaches any hostile encounter as a hunter closing in for the kill. It takes down foes quickly and efficiently with its claws and bite. An older beast dragon uses its horn to gouge prey; if the creature survives this initial attack, the dragon switches to its natural attacks. Beast dragons only use their breath weapon when on the defensive.

**Breath Weapon (Su):** A beast dragon has one type of breath weapon, a cone comprised of cold and electricity. The breath weapon's damage is one-half cold and one-half electricity. A creature in the area of the cone may make a Reflex save to take half the cold damage and half the electricity damage.

**Track:** Wyrmling beast dragons gain Track as a bonus feat.

**Scent (Ex):** Very young beast dragons develop the scent ability. See the *Monster Manual*, page 314, for the full description of the scent ability.

**Alternate Form (Su):** A juvenile or older beast dragon can assume any animal or magical beast form of Large-size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on it by a 10th-level caster, except that the

dragon does not regain hit points for changing form and can only assume the form of an animal or magical beast. The dragon can remain in its animal or magical beast form until it chooses to assume a new one or return to its natural form.

**Gore Attack (Ex):** In addition to all its normal natural attacks, a young adult or older beast dragon can make a gore attack with its horn. This is a secondary natural attack dealing the listed damage plus half the dragon's Strength bonus.

**Powerful Charge (Ex):** An old or older beast dragon typically begins a battle by charging at an opponent, lowering its head to bring its horn into play. In addition to the normal benefits and hazards of a charge, this allows the beast dragon to make a single gore attack at the dragon's highest attack bonus that deals the indicated damage.

**Spell-like Abilities:** 3/day—*jump*; 1/day—*regenerate* (wyrm or older).

**Skills:** Balance, Hide, Jump, Move Silently, and Survival are considered class skills for beast dragons. Beast dragons receive a +4 racial bonus on Survival checks made to track a creature.

### BEAST DRAGON GORE DAMAGE

| Size | Gore Damage | Powerful Charge Damage |
|---|---|---|
| Large | 1d8 | 4d6+(1-1/2 Strength bonus) |
| Huge | 2d6 | 4d8+(1-1/2 Strength bonus) |
| Gargantuan | 2d8 | 8d6+(1-1/2 Strength bonus) |
| Colossal | 4d6 | 8d8+(1-1/2 Strength bonus) |

### BEAST DRAGONS BY AGE

| Age | Size | Hit Dice (hp) | Str | Dex | Con | Int | Wis | Cha | Base Attack/ Grapple | Attack | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Frightful Presence DC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wyrmling | S | 6d12+6 (45 hp) | 13 | 10 | 13 | 14 | 15 | 14 | +6/+3 | +8 | +6 | +5 | +7 | 2d4 (14) | – |
| Very young | M | 9d12+18 (76 hp) | 15 | 10 | 15 | 16 | 17 | 16 | +9/+11 | +11 | +8 | +6 | +9 | 4d4 (16) | – |
| Young | M | 12d12+24 (102 hp) | 17 | 10 | 15 | 16 | 17 | 16 | +12/+15 | +15 | +10 | +8 | +11 | 6d4 (18) | – |
| Juvenile | L | 15d12+45 (142 hp) | 19 | 10 | 17 | 18 | 19 | 18 | +15/+23 | +18 | +12 | +9 | +13 | 8d4 (20) | – |
| Young adult | L | 18d12+54 (171 hp) | 23 | 10 | 17 | 18 | 19 | 18 | +18/+28 | +23 | +14 | +11 | +15 | 10d4 (22) | 23 |
| Adult | H | 21d12+84 (220 hp) | 27 | 10 | 19 | 20 | 21 | 20 | +21/+37 | +27 | +16 | +12 | +17 | 12d4 (24) | 25 |
| Mature adult | H | 24d12+120 (276 hp) | 29 | 10 | 21 | 20 | 23 | 20 | +24/+41 | +31 | +19 | +14 | +20 | 14d4 (27) | 27 |
| Old | H | 27d12+162 (337 hp) | 31 | 10 | 23 | 22 | 25 | 22 | +27/+45 | +35 | +21 | +15 | +22 | 16d4 (29) | 29 |
| Very old | G | 30d12+210 (405 hp) | 33 | 10 | 25 | 22 | 27 | 22 | +30/+53 | +37 | +24 | +17 | +25 | 18d4 (32) | 31 |
| Ancient | G | 33d12+264 (478 hp) | 35 | 10 | 27 | 24 | 29 | 24 | +33/+57 | +41 | +26 | +18 | +27 | 20d4 (34) | 33 |
| Wyrm | G | 36d12+324 (558 hp) | 37 | 10 | 29 | 24 | 31 | 24 | +36/+61 | +45 | +29 | +20 | +30 | 22d4 (37) | 35 |
| Great wyrm | C | 39d12+390 (643 hp) | 39 | 10 | 31 | 26 | 33 | 26 | +39/+69 | +45 | +31 | +21 | +32 | 24d4 (39) | 37 |

### BEAST DRAGON ABILITIES BY AGE

| Age | Speed | Initiative | AC | Special Abilities | SR |
|---|---|---|---|---|---|
| Wyrmling | 40 ft., burrow 10 ft., fly 100 ft. (average) | +0 | 16 (+1 size, +5 natural), touch 10, flat-footed 15 | Track, immunity to cold and electricity, *jump* | – |
| Very young | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 18 (+8 natural), touch 10, flat-footed 18 | Scent | – |
| Young | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 21 (+11 natural), touch 10, flat-footed 21 | Damage reduction 5/magic | 16 |
| Juvenile | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 23 (-1 size, +14 natural), touch 9, flat-footed 23 | Alternate form | 19 |
| Young adult | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 26 (-1 size, +14 natural), touch 9, flat-footed 26 | Gore attack | 22 |
| Adult | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 28 (-2 size, +20 natural), touch 8, flat-footed 28 | Damage reduction 10/magic | 24 |
| Mature adult | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 31 (-2 size, +23 natural), touch 8, flat-footed 31 | | 26 |
| Old | 40 ft., burrow 10 ft., fly 150 ft. (poor) | +0 | 34 (-2 size, +26 natural), touch 8, flat-footed 34 | Powerful charge | 28 |
| Very old | 40 ft., burrow 10 ft., fly 150 ft. (clumsy) | +0 | 35 (-4 size, +29 natural), touch 6, flat-footed 35 | Damage reduction 15/magic | 30 |
| Ancient | 40 ft., burrow 10 ft., fly 200 ft. (clumsy) | +0 | 38 (-4 size, +32 natural), touch 6, flat-footed 38 | | 32 |
| Wyrm | 40 ft., burrow 10 ft., fly 200 ft. (clumsy) | +0 | 41 (-4 size, +35 natural), touch 6, flat-footed 41 | *Regenerate* | 34 |
| Great wyrm | 40 ft., burrow 10 ft.,fly 200 ft. (clumsy) | +0 | 40 (-8 size, +38 natural), touch 2, flat-footed 40 | Damage reduction 20/magic | 36 |

# CONCORDANT DRAGON

**Dragon** (Extraplanar)
**Environment:** Concordant Domain of the Outlands
**Organization:** Solitary (1 dragon, any age), clutch (2-5 wyrmlings, very young, young, or juveniles), or family (1d2 mature adults and 2-5 offspring)
**Challenge Rating:** Wyrmling 3; very young 5; young 7; juvenile 10; young adult 12; adult 15; mature adult 17; old 19; very old 21; ancient 22; wyrm 23; great wyrm 24
**Treasure:** Triple standard
**Alignment:** Always neutral
**Advancement:** Wyrmling 6-7 HD (Tiny); very young 9-10 HD (Small); young 12-13 HD (Medium); juvenile 15-16 HD (Medium); young adult 18-19 HD (Large); adult 21 22 HD (Large); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 HD (Huge); wyrm 36-37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)
**Level Adjustment:** Wyrmling +3; very young +4; young +5; others —

Concordant dragons silently watch over all dragonkind. They are the secret keepers of the balance, ensuring that dragons and their kin are neither increased nor diminished in some disastrous manner.

Concordant dragons are the draconic branch of the rilmani. They work closely with the auromachs to prevent any one ethos (chaos, evil, good, or law) from achieving dominance in the universe. Among rilmani, concordant dragons are known as the Uranach.

Concordant dragons have a bulky appearance with crude, blocky features. Their bodies are covered in chunky, lead-colored scales, and their hide emits a faint green glow.

Concordant dragons speak Common, Draconic, and Rilmani.

## Combat

Concordant dragons use their breath attack as often as possible in battle, focusing on foes with the most extreme alignments. Against other enemies, they rely on their brute strength and natural weapons. Concordant dragons of sufficient age do not hesitate to summon rilmani reinforcements if the situation warrants.

**Breath Weapon (Su):** A concordant dragon has one type of breath weapon, a line of antithetical energy. Any creature

hit by this breath takes a certain kind of damage depending on how its alignment varies from neutral, suffering the listed breath weapon damage for each step away from neutral. Thus, a lawful good creature struck by a wyrmling takes 4d4 points of damage. Creatures with one neutral aspect to their alignment struck by a wyrmling's breath weapon take only 2d4 points of damage, while neutral creatures take no damage from the breath. A creature in the line may make a Will save to take half damage.

**Spell-like Abilities:** At will—*detect chaos, detect evil, detect good, detect law*; 3/day—*invisibility* (juvenile or older), *scrying* (juvenile or older); 1/day—*nondetection* (very young or older), *temporal stasis* (old or older), *true seeing* (adult or older).

*Summon Rilmani (Sp):* Once per day, a concordant dragon can summon 1 aurumach with a 30% chance of success, 1d2 cuprilachs with a 60% chance of success, or 1d2+1 ferrumachs with a 75% chance of success. The concordant dragon gains the ability to summon the different rilmani as it ages. Rilmani are described in the *Fiend Folio*.

**Skills:** A concordant dragon has a +8 racial bonus on Sense Motive checks.

## CONCORDANT DRAGONS BY AGE

| Age | Size | Hit Dice (hp) | Str | Dex | Con | Int | Wis | Cha | Base Attack/ Grapple | Attack | Fort Save | Ref Save | Will Save | Breath Weapon (DC) | Frightful Presence DC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Wyrmling | T | 5d12 (32 hp) | 10 | 11 | 10 | 15 | 12 | 11 | +5/-3 | +7 | +4 | +4 | +5 | 2d4 (12) | – |
| Very young | S | 8d12+8 (60 hp) | 12 | 11 | 12 | 17 | 14 | 13 | +8/+5 | +10 | +7 | +6 | +8 | 4d4 (15) | – |
| Young | M | 11d12+22 (93 hp) | 14 | 11 | 14 | 17 | 16 | 13 | +11/+13 | +13 | +9 | +7 | +10 | 6d4 (17) | – |
| Juvenile | M | 14d12+42 (133 hp) | 16 | 11 | 16 | 19 | 18 | 15 | +14/+17 | +17 | +12 | +9 | +13 | 8d4 (20) | – |
| Young adult | L | 17d12+68 (178 hp) | 18 | 11 | 18 | 19 | 20 | 15 | +17/+25 | +20 | +14 | +10 | +15 | 10d4 (22) | 20 |
| Adult | L | 20d12+100 (230 hp) | 22 | 11 | 20 | 21 | 22 | 17 | +20/+30 | +25 | +17 | +12 | +18 | 12d4 (25) | 23 |
| Mature adult | H | 23d12+138 (287 hp) | 26 | 11 | 22 | 21 | 24 | 19 | +23/+39 | +29 | +19 | +13 | +20 | 14d4 (27) | 25 |
| Old | H | 26d12+182 (351 hp) | 28 | 11 | 24 | 23 | 26 | 19 | +26/+43 | +33 | +22 | +15 | +23 | 16d4 (30) | 27 |
| Very old | H | 29d12+232 (420 hp) | 30 | 11 | 26 | 23 | 28 | 21 | +29/+47 | +37 | +24 | +16 | +25 | 18d4 (32) | 29 |
| Ancient | H | 32d12+288 (496 hp) | 32 | 11 | 28 | 25 | 30 | 23 | +32/+51 | +41 | +27 | +18 | +28 | 20d4 (35) | 32 |
| Wyrm | G | 35d12+350 (577 hp) | 34 | 11 | 30 | 25 | 32 | 23 | +35/+59 | +43 | +29 | +19 | +30 | 22d4 (37) | 33 |
| Great wyrm | G | 38d12+418 (665 hp) | 36 | 11 | 32 | 27 | 34 | 25 | +38/+63 | +47 | +32 | +21 | +33 | 24d4 (40) | 36 |

## CONCORDANT DRAGON ABILITIES BY AGE

| Age | Speed | Initiative | AC | Special Abilities | SR |
|---|---|---|---|---|---|
| Wyrmling | 60 ft., fly 50 ft. (perfect) | +0 | 17 (+2 size, +5 natural), touch 12, flat-footed 17 | Immune to poison, *detect chaos/evil/good/law* | 13 |
| Very young | 60 ft., fly 50 ft. (good) | +0 | 19 (+1 size, +8 natural), touch 11, flat-footed 19 | *Nondetection* | 15 |
| Young | 60 ft., fly 100 ft. (good) | +0 | 22 (+1 size, +11 natural), touch 11, flat-footed 22 | Damage reduction 5/magic | 17 |
| Juvenile | 60 ft., fly 100 ft. (good) | +0 | 24 (+14 natural), touch 10, flat-footed 24 | *Invisibility, scrying* | 19 |
| Young adult | 60 ft., fly 100 ft. (average) | +0 | 26 (-1 size, +17 natural), touch 9, flat-footed 26 | Damage reduction 10/magic | 21 |
| Adult | 60 ft., fly 150 ft. (average) | +0 | 29 (-1 size, +20 natural), touch 9, flat-footed 29 | *Summon rilmani (ferrumach), true seeing* | 23 |
| Mature adult | 60 ft., fly 150 ft. (poor) | +0 | 31 (-2 size, +23 natural), touch 8, flat-footed 31 | Damage reduction 15/magic | 25 |
| Old | 60 ft., fly 150 ft. (poor) | +0 | 34 (-2 size, +26 natural), touch 8, flat-footed 34 | *Temporal stasis* | 27 |
| Very old | 60 ft., fly 150 ft. (poor) | +0 | 37 (-2 size, +29 natural), touch 8, flat-footed 37 | Damage reduction 20/magic and 5/silver | 29 |
| Ancient | 60 ft., fly 150 ft. (poor) | +0 | 40 (-2 size, +32 natural), touch 8, flat-footed 40 | *Summon rilmani (cuprilach or ferrumach)* | 31 |
| Wyrm | 60 ft., fly 200 ft. (clumsy) | +0 | 41 (-4 size, +35 natural), touch 6, flat-footed 41 | Damage reduction 20/magic and 10/silver | 33 |
| Great wyrm | 60 ft., fly 200 ft. (clumsy) | +0 | 44 (-4 size, +38 natural), touch 6, flat-footed 44 | *Summon rilmani (aurumach, cuprilach or ferrumach)* | 35 |

# ARCHDRAGON

Fierce, primordial beings composed of the multiverse's elements, dragons are among the most powerful creatures tied to any specific elemental form. There are those, however, who also become inexorably linked with the driving forces of the multiverse: alignments.

A deity sometimes bestows archdragon status upon a dragon as a reward for exceptional service. Other times, dragons traveling to other planes might find themselves overwhelmed or corrupted by the unbound planar energies existing there and unwillingly transform into an archdragon. Archdragons appear similar to other dragons of their color, with some alterations to form based on the alignment with which they link.

An archdragon speaks any languages it knew before becoming an archdragon.

## Sample Archdragon

**Young Adult Red Evil Archdragon, Huge Dragon (Evil, Extraplanar, Fire)**
**Hit Dice:** 19d12+95 (218 hp)
**Initiative:** +0
**Speed:** 40 ft., fly 150 ft. (average)
**AC:** 26 (-2 size, +18 natural), touch 8, flat-footed 26
**Base Attack/Grapple:** +19/+37
**Attack:** +27 melee (2d8+10, bite)
**Full Attack:** +27 melee (2d8+10, bite), +22 melee (2d6+5, 2 claws), +22 melee (1d8+5, 2 wings), +22 melee (2d6+15, tail slap)
**Space/Reach:** 15 ft./10 ft. (15 ft. with bite)
**Special Attacks:** Aligned aura (corrupting aura), breath weapon, crush, frightful presence, improved snatch, spell-like abilities, spells.
**Special Qualities:** Blindsense 60 ft.; damage reduction 5/magic; darkvsion 120 ft.; immunity to disease, fear, fire, magic sleep effects, paralysis, and *polymorph* effects; improved flight, low-light vision; resistance to acid and cold 10; spell resistance 19; telepathy, *true seeing*; vulnerability to cold.
**Saves:** Fort +16, Ref +11, Will +13
**Abilities:** Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14
**Skills:** Appraise +21, Bluff +7, Concentration +21, Diplomacy +6, Hide -8, Intimidate +23, Jump +33, Knowledge (arcana) +15, Knowledge (history) +15, Listen +21, Search +21, Sense Motive +7, Spellcraft +12, Spot +12
**Feats:** Cleave, Flyby Attack, Hover, Improved Snatch, Power Attack, Snatch, Wingover
**Environment:** Hades
**Organization:** Solitary, pair or family (1-2 and 2-5 offspring)
**Challenge Rating:** 14
**Treasure:** Triple standard
**Alignment:** Neutral evil

The young adult red evil archdragon's natural weapons are treated as evil and magic for purposes of overcoming damage reduction.

**Corrupting Aura (Su):** A corrupting aura appears as thick shadows interspersed with ghostly, translucent images swirling about within. Any nonevil living creature within the aura must make a DC 21 Fortitude save each round, or take 1 point of Constitution and 1 point of Wisdom damage. The dragon may activate this ability once per day; it lasts 1d4+5 rounds, and extends out to a 100-foot radius from the dragon. In addition, due to the shadowy light within the aura, all creatures (except the evil archdragon) suffer a -4 penalty on Search and Spot checks while in the aura.

**Breath Weapon (Su):** 50-ft. cone, 10d10 fire, Reflex DC 24 half.

**Crush (Ex):** Area 15 ft. by 15 ft., Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 24 Reflex save or be pinned.

**Frightful Presence (Ex):** 150-ft. radius, HD 18 or fewer, Will DC 21 negates.

**Infectious Breath (Su):** The young adult red evil archdragon's breath weapon spreads the demon fever disease. A creature damaged by the breath weapon is automatically infected by the disease, which then manifests itself as normal.

**Telepathy (Su):** The young adult red evil archdragon can communicate telepathically with any intelligent creature with a language in a radius of 100 feet.

**True Seeing (Su):** The young adult red evil archdragon can continually see through illusions and invisibility. This acts as a continuous *true seeing* spell, which the archdragon can suppress or renew as a free action at will.

**Spell-like Abilities:** 5/day—*locate object*. Caster level 5th.

**Spells:** As 5th-level sorcerer. The young adult red evil archdragon can also cast cleric spells and those from the Chaos, Death, Evil, Fire, and War domains as arcane spells.

**Sorcerer Spells Known (6/7/5; save DC 12 + spell level):** 0—*arcane mark, detect magic, flare, ray of frost, read magic, resistance;* 1st—*alarm, magic missile, protection from good, ventriloquism;* 2nd—*darkness, obscure object.*

## Creating an Archdragon

"Archdragon" is an acquired template that can be added to any true dragon (referred to hereafter as the base creature). It is an enhancement of the dragon's form centered on an alignment focus. There are four types of archdragons, one for each nonneutral alignment: chaotic, evil, good, and lawful.

An archdragon gains the extraplanar subtype and the alignment subtype appropriate to its archdragon type. Upon becoming an archdragon, the base creature loses any other alignment subtypes. If the base creature changes the aspect of its alignment associated with its archdragon type, it loses the archdragon template.

## All Archdragons

Regardless of its type, every archdragon has the following qualities.

**Speed:** An archdragon's flying maneuverability improves by one step. For example, a base creature with poor maneuverability becomes an archdragon with average maneuverability.

**Special Attacks:** An archdragon retains all the special attacks of the base creature and gains those described below.

*Aligned Aura (Su):* Once per day, an archdragon can surround itself with an aligned aura. Each aura's effect is dependent on the archdragon's alignment type. The aura extends in a radius equal to 20 feet per age category and lasts for 1d4 rounds plus the dragon's age category.

*Breath Weapon (Su):* An archdragon's breath weapons gain an additional quality dependent on its alignment.

*Spells (Sp):* If it can already cast spells from cleric domains, the archdragon gains access to additional domains based on its alignment type. The archdragon loses access to spells with an alignment subschool opposite its archdragon alignment. If the base creature is not an innate spellcaster, it is unaffected by this.

**Special Qualities:** An archdragon retains all the special qualities of the base creature and gains those described below.

*Immunities* (Ex): Archdragons are immune to disease, fear, and polymorph effects.

*Telepathy (Su):* An archdragon can communicate telepathically with any intelligent creature that has a language within 100 feet.

*True Seeing (Su):* All archdragons can continually see through illusions and invisibility. This acts as a continuous *true seeing* spell, which the archdragon can suppress or renew as a free action at will.

## Chaotic

A chaotic archdragon is unrestrained turmoil given form. Its horns and scales frequently and randomly grow and shrink. The timbre of its voice constantly changes in tone and pitch from high-pitched squeaks to a rumbling bass. The coloration of its hide, scales, and eyes flickers between different hues with each passing second.

**Special Attacks:** A chaotic archdragon retains all the special attacks of the base creature. It gains the special attacks of all archdragons, and it also gains those described below.

*Blinding Breath (Su):* A chaotic archdragon's breath is infused with sparkling dust identical in effect to the *glitterdust* spell. A separate Will save negates the blinding effects of the glitterdust-infused breath. All effects of the *glitterdust* remain until the dragon can use its breath weapon again.

*Chaos Aura (Su):* A chaos aura appears as a swirling mist of scintillating sparks. Anyone inside the aura hears a steady hiss of harmless static. Creatures without the chaotic subtype take 1d6 points of damage each round, as jolts of magical energy and small physical objects whirl around and randomly strike those within it. Creatures with the chaotic subtype are immune to this damage.

In addition, all attacks made within the chaos aura (except those made by the chaotic archdragon itself) suffer a miss chance. Melee attacks have a 20% miss chance. Ranged attacks have a 50% miss chance.

*Spells:* Chaotic archdragons have access to the Chaos, Luck, and Trickery domains in addition to any other domains they normally have access to. As with other cleric and domain spells, the chaotic archdragon casts these as arcane spells.

**Special Qualities:** A chaotic archdragon retains all the special qualities of the base creature and gains the special qualities of archdragons. It also gains acid, fire, and sonic resistance 10.

## Evil

Evil archdragons are foul versions of their former selves. Their bodies seem to exude shadow, giving them an otherworldly malevolence. Whatever features the base creature had are greatly exaggerated in a ghastly way to make the archdragon appear more frightful. These dreadful archdragons dine on intelligent, living beings to the exclusion of all other fare.

**Special Attacks:** An evil archdragon retains all the special attacks of the base creature. It gains the special attacks of all archdragons, and it also gains those described below.

*Corrupting Aura (Su):* A corrupting aura appears as thick shadows interspersed with ghostly, translucent images swirling about within. Any non-evil living creature within the aura must make a Fortitude save (DC 10 + 1/2 dragon's Hit Dice + dragon's Charisma modifier) each round, or take 1 point of Constitution and Wisdom damage.

In addition, due to the shadowy light within the aura, all creatures (except the evil archdragon) suffer a -4 penalty on Search and Spot checks while in the aura.

*Infectious Breath (Su):* An evil archdragon's breath weapon spreads the demon fever disease. A creature damaged by the breath weapon is automatically infected by the disease, which then manifests itself as normal.

*Spells:* Evil archdragons have access to the Death, Evil, and War domains in addition to any other domains they normally have access to. As with other cleric and domain spells the evil archdragon casts, these are arcane spells.

**Special Qualities:** An evil archdragon retains all the special qualities of the base creature and gains the special qualities of archdragons. It also gains acid, cold, and fire resistance 10.

## Good

The base creature acquires a more noble and regal appearance upon becoming a good archdragon. If the base creature is chromatic, its color takes on softer tones, lessening its sinister appearance. Good archdragons radiate a soft white glow, lending them an angelic look. Good archdragons limit themselves to only eating nonorganic matter, although occasionally they will dine on the corpses of fiends and other incorrigible creatures.

**Special Attacks:** A good archdragon retains all the special attacks of the base creature. It gains the special attacks of all archdragons, and it also gains those described below.

*Aura of Wholesomeness (Su):* An aura of wholesomeness appears as a soft white light with glittering gold motes floating about within. Good creatures gain fast healing 1 as long as they remain within the aura. Evil creatures must succeed at a Will save each round (DC 10 + 1/2 dragon's Hit Dice + dragon's Charisma modifier) or take 1d6 point of damage. Evil outsiders and undead take 2d6 points of damage each round instead.

In addition, due to the relaxing nature of the aura, all creatures (except the good archdragon) suffer a -1 on attack and damage rolls (minimum 1 point of damage) while in the aura.

*Holy Breath (Su):* A good archdragon's breath weapon gains a disrupting quality dangerous to undead. Undead damaged by the breath weapon must succeed at a Fortitude save or be disintegrated and utterly destroyed.

*Spells:* Good archdragons have access to the Good, Healing, and Protection domains in addition to any other domains they normally have access to. As with other cleric and domain spells the good archdragon casts, these are arcane spells.

**Special Qualities:** A good archdragon retains all the special qualities of the base creature and gains the special qualities of archdragons. It also gains cold, electricity, and sonic resistance 10.

## Lawful

Regardless of the base creature's appearance, the hide and scales of all lawful archdragons are steely in color and texture, and they are cool to the touch. Lawful dragons eat only metal and gems, and they enjoy spending hours cataloging their treasure.

**Special Attacks:** A lawful archdragon retains all the special attacks of the

base creature. It gains the special attacks of all archdragons, and it also gains those described below.

*Antimagic Breath (Su):* A lawful archdragon's breath weapon gains an antimagic quality. Creatures damaged by the dragon's breath are affected as if in an antimagic field that covers themselves and their equipment. The antimagic effect of the breath lasts 1d4 rounds.

*Aura of Imposing Order (Su):* An aura of imposing order appears to contain perfectly vertical "raindrops" of energy that fall at a uniform rate and speed. Nonlawful creatures are affected as by a *doom* spell as long as they remain within the aura.

In addition, attacks based on an energy type, such as *fireball* or *lightning bolt* (except those originating from the lawful archdragon itself), deal minimum damage within the aura. Energy effects are affected regardless of whether or not they originate within the aura.

*Spells:* Lawful archdragons have access to the Knowledge, Law, and Strength domains in addition to any other domains they normally have access to. As with other cleric and domain spells the lawful archdragon casts, these are arcane spells.

**Special Qualities:** A lawful archdragon retains all the special qualities of the base creature and gains the special qualities of archdragons. It gains cold, electricity, and fire resistance 10.

**Environment:** Upon becoming an archdragon, the dragon becomes a native of the plane where it gained the archdragon template.

**Challenge Rating:** Same as base creature +1.

**Alignment:** A chaotic archdragon's alignment changes to chaotic neutral, an evil archdragon's alignment changes to neutral evil, a good archdragon's alignment changes to neutral good, and a lawful archdragon's alignment changes to lawful neutral.

**Level Adjustment:** +4

## PLANAR DRAGON COHORTS

Plane-hopping characters might be able to acquire planar dragons as mounts, friends, or cohorts. A planar dragon might also be included by linking one to a character's history or current situation, particularly if the character frequently or even occasionally travels to new or different planes.

Using the Leadership feat (or Dragon Cohort feat from the *Draconomicon*), you might be able acquire a planar dragon as a cohort. The following table shows what age and kind of planar dragon can be attracted based on the level of cohort you can attract. For more information, see the *Draconomicon*, page 139.

| Dragon | Alignment | Effective Character Level* |
|---|---|---|
| Archdragon (any) | Neutral (any) | +4** |
| Concordant (wyrmling) | N | 8 |
| Beast (wyrmling) | Good (any) | 9 |
| Arboreal (wyrmling) | CG | 11 |
| Axial (wyrmling) | LN | 11 |
| Concordant (very young) | N | 12 |
| Adamantine (wyrmling) | NG | 13 |
| Beast (very young) | Good (any) | 13 |
| Arboreal (very young) | CG | 14 |
| Axial (very young) | LN | 14 |
| Beast (young) | Good (any) | 16 |
| Concordant (young) | N | 16 |
| Adamantine (very young) | NG | 17 |
| Arboreal (young) | CG | 17 |
| Axial (young) | LN | 18 |

*Subtract 3 if using the Dragon Cohort feat.
**You can apply this template to any true dragon, causing its ECL to increase by +4.

## HALF- PLANAR DRAGONS

Most of the planar dragons presented in this article create half-dragon offspring, just as other true dragons do. Archdragons that have offspring do not pass along any traits from the archdragon template. Axial dragons do not produce half-dragon offspring, considering such creatures as impure and repugnant. To create half-planar dragons, use the half-dragon template, giving half-planar dragons the following abilities.

| Dragon Variety | Breath Weapon | Immunity or Resistance |
|---|---|---|
| Adamantine | Cone of fire | Immunity to fire |
| Arboreal | Cone of thorns | Resistance to acid 20 and sonic 20 |
| Beast | Cone of cold and electricity | Resistance to cold 20 and electricity 20 |
| Concordant | Cone of antithetical energy | Immunity to poison |

Alternatively, if you want to do something different for your character with planar dragon ancestory, you might choose a different template to apply to the character rather than the half-dragon template. For instance, a half-adamantine dragon might be closer in abilities to a half-celestial (from the *Monster Manual*), or a half-beast dragon might work better as a feral creature (from *Savage Species*).

# The Temple of Elemental Evil

by Clifford Horowitz
Images provided by Atari

## Big Fish in a Tainted Pond

*The Temple of Elemental Evil* computer game is about as classic DUNGEONS & DRAGONS as you can get. Designed to run with the revised D&D rules, it features a series of dungeons waiting for stalwart adventurers to plunder, and most are large enough that it takes several trips to clear them out completely. The game is the most thorough translation of D&D into the computer-game medium ever. A combination of turn-based combat and radial menus presents you with nearly every option your pen and paper characters have on the battle mat: 5-foot adjusts, charge attacks, trip and disarm attempts, defensive casting, and more. Because of the detailed and true translation of the pen and paper rules, there isn't a large amount of original material in this game, although a few new monsters from previous editions of the rules appear. *The Temple of Elemental Evil* is also rife with NPCs, many of whom you can hire to travel with you.

### Turuko

Hailing from the far north, Turuko is a monk and wandering adventurer in search of fortune and knowledge. He is a terse man, with a manner as cold as his homeland, who makes friends slowly and seems distinctly uneasy in large crowds. However, he is capable of fierce loyalty to those few who earn his trust. Turuko seems to have a fondness for the slow-witted. He claims these people need enlightenment more than most, and he humbly accepts it as his duty to educate them.

However, much of Turuko's image is a lie. His shyness, his desire to educate the ignorant, even his search for adventure, are all lies crafted around his one driving goal: to serve Hextor. Turuko devoutly worships the tyrant god and serves as a high-ranking operative of his faith.

Turuko's standard operating procedure is to travel to a site near his ultimate objective. Since many of Turuko's missions involve the destruction of magic items, this means he often finds himself at the entrance to a dungeon. Thus, he finds the nearest inn and begins scouting for a small group of adventurers eager to find wealth and excitement and who could use a hand. Along the way, he keeps an eye out for folk long on muscle and short on brains.

Such a group of adventurers become his dupes, doing much of the fighting for him and taking the brunt of the damage. Turuko is careful to befriend the dullest, strongest party member he can. As the party approaches

his goal, he turns on his erstwhile comrades when they are weakest, often with his large friend aiding in the betrayal. When it's over, all that remains is another group of adventurers slain by a dungeon. Turuko has mastered a special technique that makes him particularly effective at destroying magic items, so most of his missions involve the destruction of good-aligned items.

**Turuko, Human Mnk 6:** CR 6; Medium humanoid (human); HD 6d8+6; hp 33; Init +2; Spd 50 ft.; AC 15, touch 15, flat-footed 10; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, unarmed attack); Full Atk +6/+6 melee (1d8+2, unarmed attack); SA flurry of blows, *ki* strike, shattering fist, stunning attack; SQ evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +6, Ref +7, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

*Skills:* Hide +11, Knowledge (arcana) +9, Knowledge (religion) +3, Listen +5, Move Silently +11, Spot +5, Tumble +11.

*Feats:* Cleave, Combat Reflexes, Improved Disarm, Improved Sunder, Power Attack, Stunning Fist, Weapon Focus (unarmed attack).

*Possessions: Phylactery of faithfulness, ring of sustenance, potion of barkskin +3, potion of cure moderate wounds, potion of resist energy (fire) 30.*

## Furnok

Furnok fancies himself a dashing adventurer, with a big, well-groomed mustache, stylish yet functional clothing, and a wide-brimmed hat. He's a rascal, but a good man.

Many adventurers are known for their love of treasure, and this is doubly true of rogues. Being an accomplished rogue, the same could be said of Furnok. Although he lands himself a good score now and again, and his skills are good enough to earn him steady work, Furnok's fortunes seem to ebb and flow like the tide—only less reliably. He goes from destitution to fortune and back again, always by some windfall or tragedy. He's the epitome of easy come, easy go.

Someone so plagued by luck's fickle affections might seek to eliminate randomness in his life, but Furnok has made peace with his fate. He's a daredevil of sorts, willing to press his luck by attempting wild stunts. When not adventuring, he tests his luck in other ways, such as moonlighting as a professional gambler.

Being a theif, his peace of mind isn't completely serene, and his acceptance of fate does have limits. Furnok isn't above cheating at dice or cards in order to get a little extra coin now and again. Sometimes it works, but sometimes it gets him run out of town. It all depends on how lucky he is that day.

**Furnok, Human Rog 3:** CR 3; Medium humanoid (human); HD 3d6+3; hp 13; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d6+1, rapier), +4 ranged (1d8, light crossbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG; SV Fort +2, Ref +5, Will +0; Str 10, Dex 15, Con 13, Int 14, Wis 8, Cha 12.

*Skills:* Appraise +8, Bluff +7, Diplomacy +7, Disable Device +8, Gather Information +7, Hide +8, Move Silently +8, Open Lock +8, Sense Motive +5, Sleight of Hand +8, Tumble +8.

*Feats:* Dodge, Improved Initiative, Mobility.

*Possessions:* Masterwork leather armor, *+1 rapier,* light crossbow, 20 bolts, masterwork thieves' tools, courtier's outfit, *potion of cure light wounds.*

# Creatures of the Temple

Lurking about in the swamps surrounding the temple are several monstrously large versions of normal animals.

## Giant Crayfish

**Large Vermin (Aquatic)**
**Hit Dice:** 4d8+12 (30 hp)
**Initiative:** +2
**Speed:** 20 ft (4 squares), swim 30 ft.
**Armor Class:** 16 (+9 natural, -2 Dex, -1 size), touch 6, flat-footed 16
**Base Attack/Grapple:** +3/+11
**Attack:** Claw +7 melee (1d6+5)
**Full Attack:** 2 claws +7 melee (1d6+5)
**Space/Reach:** 10 ft./5 ft.
**Special Attacks:** —
**Special Qualities:** Amphibious, darkvision 60ft., vermin traits
**Saves:** Fort +7, Ref +1, Will +2
**Abilities:** Str 20, Dex 7, Con 16, Int —, Wis 12, Cha 1
**Skills:** Swim +13
**Feats:** Improved Initiative[B], Run[B]
**Environment:** Warm aquatic
**Organization:** Solitary
**Challenge Rating:** 3
**Treasure:** None
**Alignment:** Always neutral
**Advancement:** 5-8 HD (Large), 8-12 HD (Huge)
**Level Adjustment:** —

*This massive creature rises from the waters, its large pincers clacking excitedly as it moves toward you. A six-limbed, low-bodied crustacean, it holds its large, narrow claws in front of its body as it moves.*

Giant crayfish measure 8 feet or more in length. Like their smaller cousins, they prefer fresh water and spend most of their time crawling along the bottom of lakes and slow moving rivers. However, unlike their more mundane relatives, giant crayfish are aggressive carnivores and attack smaller creatures on sight.

### Combat

Giant crayfish lie in wait by heavily trafficked areas, covering themselves with muck from the lake bottom. They erupt from the water to ambush prey. While somewhat ungainly on land, they are capable of great speed in the water. Some crayfish attempt to kill prey on land, but few ever engage in protracted combat out of the water. Upon meeting any significant resistance, the giant crayfish attempts to grapple a single target and drag it under the water, where the environment greatly favors the predator.

**Amphibious (Ex):** Although giant crayfish are aquatic, they can survive indefinitely on land.

**Skills:** A giant crayfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## Giant Gar

**Huge Animal (Aquatic)**
**Hit Dice:** 5d8 +25 (50 hp)
**Initiative:** +2
**Speed:** Swim 60 ft. (12 squares)
**Armor Class:** 19 (+9 natural, +2 Dex, -2 size), touch 10, flat footed 17
**Base Attack/Grapple:** +3/+18
**Attack:** Bite +8 melee (2d6+10)
**Full Attack:** Bite +8 melee (2d6+10)
**Space/Reach:** 15 ft./10 ft.
**Special Attacks:** Improved grab, swallow whole
**Special Qualities:** Low-light vision
**Saves:** Fort +9, Ref +6, Will +1
**Abilities:** Str 24, Dex 14, Con 20, Int 1, Wis 10, Cha 1
**Skills:** Listen +2, Spot +6, Swim +19
**Feats:** Alertness, Toughness
**Environment:** Temperate and warm aquatic
**Organization:** Solitary or school (3-6)
**Challenge Rating:** 5
**Treasure:** None
**Alignment:** Always neutral
**Advancement:** 6-10 HD (Huge), 11-15 HD (Gargantuan)
**Level Adjustment:** —

*This enormous fish has a long, narrow, spearlike mouth filled with needlelike teeth. Its eellike body has small fins but large scales.*

Giant gars inhabit the deepest parts of lakes and rivers, aggressively hunting down prey in an attempt to sate their perpetual hunger. Pure eating machines, they fear nothing and consider anything small enough to swallow to be prey.

## Combat

Giant gars are straightforward predators, charging into melee and attempting to swallow their prey. They have no subtlety or sense of tactics.

**Improved Grab (Ex):** To use this ability, a giant gar must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Swallow Whole (Ex):** A giant gar can try to swallow a grabbed opponent of smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+3 points of bludgeoning damage plus 4 points of acid damage per round from the gar's stomach. A swallowed creature can cut its way out by using a light slashing weapon to deal 10 points of damage to the stomach (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge gar can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

**Skills:** A giant gar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## Giant Tick

**Small Vermin**
**Hit Dice:** 3d8 (13 hp)
**Initiative:** +3
**Speed:** 10 ft. (2 squares), climb 10 ft.
**Armor Class:** 16 (+1 size, +3 Dex, +2 natural), touch 14, flat footed 13
**Base Attack/Grapple:** +2/-3 (+5 when attached)
**Attack:** Bite +7 melee (1d4-1 plus attach)
**Full Attack:** Bite +7 melee (1d4-1 plus attach)
**Space/Reach:** 5 ft./5 ft.
**Special Attacks:** Attach, blood drain, disease
**Special Qualities:** Darkvision 60 ft., vermin traits
**Saves:** Fort +3, Ref +4, Will -4
**Abilities:** Str 8, Dex 17, Con 10, Int —, Wis 1, Cha 1
**Skills:** Hide +9
**Feats:** Weapon Finesse, Weapon Focus (bite)
**Environment:** Temperate forests and underground
**Organization:** Solitary or colony (10-15)
**Challenge Rating:** 2
**Treasure:** None
**Alignment:** Always neutral
**Advancement:** 4 HD (Small), 5-6 HD (Medium)
**Level Adjustment:** —

*A skittering bloated sack of fluid lunges out of the rubble, its wedge-shaped face stabbing expectantly at the air.*

Giant ticks are enlarged versions of normal ticks. Like their smaller relatives, these dog-sized insects hide in foliage and attempt to attach themselves to unsuspecting victims. Their increased size means they have a much harder time going unnoticed, and once they attach themselves to a person, they must be much more aggressive to get a meal.

## Combat

Giant ticks often hide in trees, dropping on animals and travelers as they pass underneath. They then attack with their bite, dig their barbed legs into the victim's flesh, and drain blood as quickly as they can.

**Attach (Ex):** If a giant tick hits with an attack, it uses its hooked legs to latch onto the opponent's body. An attached tick is effectively grappling its prey. The tick loses its Dexterity bonus to Armor Class and has an AC of 13, but holds on with great tenacity. Giant ticks have a +8 racial bonus on grapple checks when attached (already figured into the Base Attack/Grapple entry above).

An attached tick can be struck with a weapon or grappled. To remove an attached tick through grappling, the opponent must achieve a pin against the tick. Ticks also release their opponents when submerged in water or subjected to fire damage.

**Blood Drain (Ex):** A giant tick drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 5 points of Constitution damage, it detaches itself and scuttles off to digest its meal. If its victim dies before the tick sates its appetite, the tick detaches itself and seeks a new target.

**Disease (Ex):** Filth Fever—proboscis, Fortitude DC 10, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

**Skill:** Giant ticks have a +6 racial bonus on Hide checks. D

# the limitless light

## A Tour of the Plane of Radiance

by Bennet Marks · Illustrated by Michael Phillips

In perfect opposition to the dark and threatening Plane of Shadow, there exists a place of brilliance and intensity, an infinity of searing luminescence so bright it blinds, a realm of severe beauty known as the Plane of Radiance. This place is one of pure illuminations, swirling colors, and entrancing patterns far more beautiful than any shadowy realm—but by no means less dangerous. This article describes a new plane that can be added to any D&D cosmology, ready for daring planes-traveling adventurers to explore.

### THE PLANE OF RADIANCE

Above, the sky is filled with swaths of shimmering, ever-changing lights, an aurora that extends from horizon to horizon. Below lies a twilight bowl filled with uncountable stars of every color, thick as grains of sand in a windstorm. This is the luminous infinity that is the Plane of Radiance.

Running between these endless extremes is the magnificent, mysterious structure known as the Rainbow Bridge, a multicolored, multibranched ribbon of enormous length that stretches through the largely empty space of the plane. At various points it curves, bends up or down, and forks and rejoins. The Rainbow Bridge connects innumerable fixed islands, accumulations of solid matter that statically float within the plane. Even more rare are the drifting islands, which are not connected to the Bridge but instead coast about on planar winds.

The Plane of Radiance is a stunningly beautiful realm of glowing light and shimmering color, a Transitive Plane coterminous with the Material Plane. The plane itself does not pose a physical risk to most visitors—the air is breathable, the temperatures unremarkable—but its effects on mortal minds are more threatening. Many that see the lights of the Plane of Radiance become entranced by their ever-changing patterns, falling into a hypnotic state from which some never wake.

### RADIANCE TRAITS

The Plane of Radiance is an idealized vision of the cloudy heights that drift above most material worlds. However, any who visit the lofty realm swiftly recognize the obvious extraplanar differences. The Plane of Radiance has the following traits.

• **Objective Directional Gravity/No Gravity:** The Plane of Radiance has definite directions; the waves of light are up and the stars are down. If you are above the Rainbow Bridge or an island (fixed or drifting), and within 100 feet of it, you experience gravity of normal strength in the direction of the bridge or the island. If you are more than 100 feet away from the bridge and the islands, there is no gravity.

Flying creatures can navigate in the gravityless spaces (often simply called the empty spaces) normally. Other creatures drift randomly: traveling 1d6x10 feet in a single direction in 1 round, then changing direction at random and moving another 1d6x10 feet, and so on. If a creature's path comes within 100 feet of the Rainbow Bridge or an island, the creature is caught in its gravity and falls 100 feet to its surface (most likely suffering 10d6 falling damage).

• **Normal Time:** One hour on the Plane of Radiance equals 1 hour on the Material Plane.

• **Infinite Size:** Creatures that attempt to reach the auras above or stars below the Plane or Radiance can fly forever and never reach them.

• **Alterable Morphic.**

• **No Elemental or Energy Traits:** Some regions and features of the Plane of Radiance (primarily radiant clouds, chromatic hurricanes, and some islands) have the minor or major positive-dominant trait.

• **Mildly Chaos-Aligned:** Lawful creatures on the Plane of Radiance suffer a -2 penalty on all Charisma-based checks.

• **Enthralling:** Whenever a nonoutsider arrives on the Plane of Radiance it must make a DC 15 Will save or be fascinated by the plane's shifting lights and auras. The creature remains fascinated indefinitely unless the effect is broken as described on page 301 of the *Dungeon Master's Guide*. This is a mind-affecting effect.

• **Enhanced Magic:** Spells with the pattern or light descriptor are enhanced on the Plane of Radiance. Such spells are cast as though they were prepared with the Enlarge Spell and Extend Spell feats, although they don't require higher-level slots to cast.

• **Impeded Magic:** Spells with the darkness or shadow descriptor might fail when cast on the Plane of Radiance. A spellcaster attempting to cast a spell with the darkness or shadow descriptor must succeed at a Spellcraft check (DC 15 + spell level) or lose the spell.

## RADIANCE LINKS

Travelers typically access the Plane of Radiance using spells (such as *plane shift*) or temporary rainbow passages. Rainbow passages that connect the Plane of Radiance to the Material Plane function similarly to portals or vortices on other planes, although they have a significantly different appearance. A link to or from the Plane of Radiance appears as a stretch of the Rainbow Bridge, either reaching up from a material world into the sky or dipping from the Rainbow Bridge on the Plane of Radiance into the starry basin below. These dramatically ascending or descending paths off the Rainbow Bridge are as substantial as the main bridge itself, but they are temporary.

Whenever a rainbow appears on the Material Plane, there is a chance that it holds a connection to the Plane of Radiance. Any creature that finds one of these connections must merely set foot upon it to be immediately transported to its corresponding end on the Plane of Radiance and vise versa. Rainbow passages are always two-way and connect a fixed location on the Material Plane to a fixed area on the Rainbow Bridge, although creatures on either side of a passage do not know where it leads until they actually pass through. There is little danger in traveling between planes in this way. Rainbow passages exist for relatively short periods of time, rarely appearing for more than an hour. Determining how long a rainbow passage has before it vanishes can be discerned merely by watching one, as they initially appear just as vibrantly colored as the Rainbow Bridge but immediately begin fading until they vanish completely. An extremely rare handful of permanent rainbow passages are known to exist, usually connecting lofty mountaintops or places of significant fey influence directly to the Plane of Radiance.

The Plane of Radiance does not connect to the Astral Plane or Ethereal Plane. Spells and spell-like abilities that use or access these planes do not function on the Plane of Radiance.

## FEATURES OF THE PLANE OF RADIANCE

Most creatures find the Plane of Radiance relatively hospitable. The Rainbow Bridge makes travel through the plane easy, allowing creatures to visit an infinite number of fixed islands, many of which are similar in geography to the Material Plane. Moving through the empty spaces to countless drifting islands is also a simple task for creatures that can fly. Although a place of constant brightness, there is no actual sun on the Plane of Radiance. Thus, creatures negatively affected by sunlight can travel the plane freely.

### THE RAINBOW BRIDGE

The branches of the Rainbow Bridge spread throughout the Plane or Radiance, seemingly without a beginning or end. Fixed islands rest just off the Rainbow Bridge, accessible by direct connections from the bridge or by short leaps.

The Rainbow Bridge is 15 feet wide in most places, although there are areas both wider and thinner. It is solid and hard, feeling like smooth stone to the touch, and its sharp, bright colors are clear against the pastels of the sky and the stars below. The Rainbow Bridge has no hardness or hit points, as it is effectively indestructible.

## PLANAR TERMINOLOGY

This article uses a variety of terms and descriptions first introduced in the *Manual of the Planes*. The *Manual of the Planes* section of the D&D 3.5 Accessory Update (which can be downloaded from the Dungeons & Dragons page of the Wizards of the Coast website, www.wizards.com) updates this information and might be useful as well. The planes-related terms most relevant to this article are presented here.

**Transitive Plane:** These planes are essentially connections to and between other planes, allowing travel from plane to plane or from place to place on a specific plane. Transitive planes usually have elements of the places they connect, including similar types of materials, creatures, and travelers from nearby planes. The Plane of Radiance is a Transitive Plane as it can be used to travel from place to place on the Material Plane.

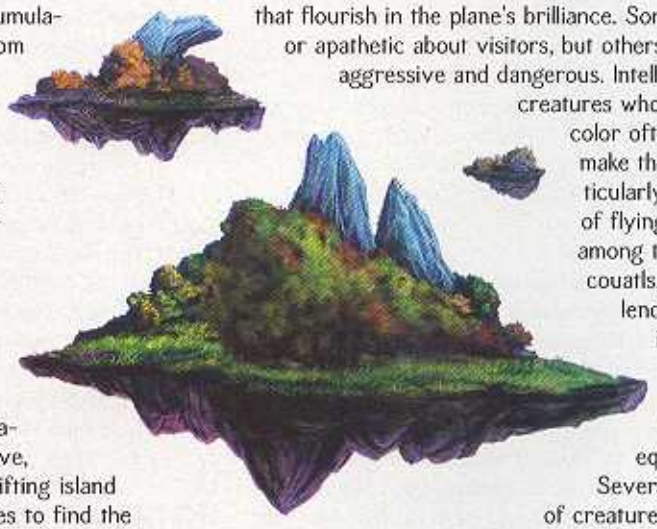
**Coterminous:** One of several traits used to describe how certain planes link to others, coterminous planes are those that connect to one another but do not overlap. The Plane of Radiance is a coterminous plane with the Material Plane as it directly links to a multitude of places on that plane.

**Alterable Morphic:** Any plane that can be changed or influenced. If a creature can move a feature of the plane, make changes through physical force, or otherwise affect change on a plane without using magic, it is alterably morphic. The Material Plane is another example of an alterably morphic plane.

Certain sections of the Rainbow Bridge can serve as passages to the Material Plane (see the "Radiance Links" section).

## FIXED AND DRIFTING ISLANDS

Both fixed and drifting islands are accumulations of solid matter, ranging in size from a few hundred feet to miles across. Fixed islands connect to the Rainbow Bridge and are easy to reach, relatively speaking, as the Bridge leads directly to them, and they stay in place over time. Drifting islands are not connected to the Rainbow Bridge and, as the name suggests, drift at random throughout the plane. Only flying creatures or those capable of teleporting can reach these islands, although they might pass close enough to the Rainbow Bridge that creatures can jump to them. Since they move, creatures trying to locate a specific drifting island require divination spells or native guides to find the one they are looking for.



Both fixed and drifting islands resemble either small landmasses from the Material Plane or masses of interconnected crystal. Countless creatures make their homes on the Plane of Radiance's floating islands, as each island has its own unique ecosystem. Intelligent creatures also make their homes on hospitable islands. Such island communities can cover part or all of a single island, sometimes even stretching across several islands, bound together through mundane or magical means.

## RADIANT CLOUDS

A radiant cloud is a thick, billowing concentration of gaseous radiance. From the outside they are opaque, although creatures inside can see up to 5 feet through the misty aura (which acts as an *obscuring mist* spell). Radiant clouds rarely come within 100 feet of the Rainbow Bridge or the islands.

Most radiant clouds are between 200 feet and 2,000 feet long and half that in width and height. Every round that a creature is inside a radiant cloud, it must make a DC 15 Will save or be dazed for 1d4 minutes. A creature does not have to make Will saves while dazed, but as soon as the effect wears off, it must make another save or be affected again. This is a mind-affecting effect.

## CHROMATIC TORNADOES

These windstorms, filled with crackling, multihued energies, rapidly rush through the Plane of Radiance, sweeping up all things in their paths. A chromatic tornado typically passes through a particular location in 2d10 rounds, affecting both creatures and unattended objects as a Material Plane tornado does (see page 95 of the *Dungeon Master's Guide*). Due to the violent radiant energies that roil within the storm, creatures caught within the funnel cloud suffer 6d6 points of damage and are affected as if by the spell *color spray* (DC 15 Will save negates) every round until they are expelled. Fortunately though, due to the plane's gravity and lack of solid surfaces, victims of chromatic tornado rarely suffer falling damage after expulsion.

## RADIANCE INHABITANTS

The Plane of Radiance is home to a wide variety of creatures that flourish in the plane's brilliance. Some are simply curious or apathetic about visitors, but others can be quite aggressive and dangerous. Intelligent, sophisticated creatures who love beauty and color often visit this plane or make their homes here—particularly if they are capable of flying. Most common among these creatures are couatls, lammasus, and lillends, although more sinister threats such as harpies, rakshasas, ravids, and will-o-wisps are almost equally common. Several races and species of creatures are also native to the Plane of Radiance (see the "Creatures of Brilliance" article).

Native creatures with an Intelligence of 4 or more usually speak Auran or Celestial, the two most commonly used languages on the Plane of Radiance.

## MOVEMENT AND COMBAT

In areas with gravity, movement and combat are as usual for the Material Plane. In the empty spaces, flying creatures can act normally, but nonflying characters experience random

## SPELL UPDATE

### RAINBOW

Conjuration (Creation)
**Level:** Clr 6, Radiance 6
**Components:** V, S, DF
**Casting Time:** 1 standard action
**Range:** 0 ft.
**Effect:** Rainbow bow, quiver, and arrows
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** Yes

A rainbow-hued longbow appears in your hand, along with a full quiver of arrows fletched in a variety of colors. The longbow is treated in all ways as a *+1 longbow* that the caster is proficient in using, regardless of having the proper feats. The quiver holds an endless supply of seven different colored arrows, each being made of a different material and having the following effects:

*Red: +1 elemental-bane adamantine arrows.*

*Orange: +1 construct-bane silver arrows.*

*Yellow: +1 plant-bane arrows.* These arrows are considered evil-aligned for the purpose of overcoming damage reduction.

*Green: +1 magical-beast-bane arrows.* These arrows are considered good-aligned for the purpose of overcoming damage reduction.

*Blue: +1 undead-bane arrows.* These arrows are considered lawful-aligned for the purpose of overcoming damage reduction.

*Indigo: +1 aberration-bane arrows.* These arrows are considered chaotic-aligned for the purpose of overcoming damage reduction.

*Violet: +1 dragon-bane cold iron arrows.*

Only the caster can use the longbow, quiver, and arrows this spell creates, as they immediately appear back in his possession if dropped or given away. The caster can drop the longbow and quiver to use other weapons during this spell's duration; they rematerialize for use when the caster wills it (a free action). The longbow, quiver, and arrows created by this spell have no weight and cannot be sundered or destroyed, although a successful dispel attempt dispels all the items created by this spell. Once the spell's duration expires, the bow, quiver, and all arrows created by the spell disappear.

drift (see the Planar Traits section). A randomly drifting creature engaged in combat is obviously limited by its inability to control its movement. In addition, it suffers the same penalties to attack rolls as a creature affected by the spell *levitate*. Drifting characters cannot stabilize themselves as described by the *levitate* spell.

### PLANE OF RADIANCE SITES

Among the Plane of Radiance's floating islands are countless curiosities and dangers. Of these, the wandering metropolis Conil-a-Ald and the elusive birthplace of the Rainbow Bridge, Prisme, are the most wonderous.

### CONIL-A-ALD (HARP OF GLASS)

This vast, beautiful city is located on a massive drifting island. With towers of spun glass, streets of opal, and cool breezes that seem alive with the echo of distant songs, Conil-a-Ald is truly one of the wonders of the multiverse. A lillend, Chyseria of the Luminescent Voice, governs there with the help of her seven children, a fair and light-handed dynasty interested in creating and preserving art throughout the planes. As such, music and art of all varieties and to all extremes fill the city to an extent seen nowhere else throughout the planes.

Conil-a-Ald is home to a multitude of glimmerfolk, lillends, sphinxes and a few very fortunate gnomes and humans. Violence is prohibited in the city, a rule strictly enforced by a population eager to protect all that they've created.

### PRISME

This legendary location is said to be the starting point (or perhaps the end) of the Rainbow Bridge. A huge, roaring, multicolored waterfall pours from a gigantic crystal prism onto the Bridge. According to tales, the place where the waterfall strikes the Bridge can be used as a portal to anywhere in the multiverse, or beyond—even to other times. A radiant titan named Riis, a powerful and ancient guardian who wields a sword called Crystal Lightning, defends Prisme from all intruders.

## RADIANCE DOMAIN

**Deities:** Pelor.
**Eberron Deities:** The Path of Light.
**Forgotten Realms Deities:** Horus-Re, Lathander, Lliira.
**Granted Power:** You are immune to pattern effects. This is a supernatural ability.

### RADIANCE DOMAIN SPELLS

1 **Color Spray:** Knocks unconscious, blinds, and/or stuns 1d6 creatures.
2 **Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.
3 **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
4 **Faerie Fire, Widened:** Outlines subjects in a 10-ft.-radius burst of light, canceling blur, concealment, and the like.
5 **Rainbow Pattern:** Lights fascinate 24 HD of creatures.
6 **Rainbow:** Creates a longbow with arrows that have a variety of properties.
7 **Prismatic Spray:** Ray hits subjects with variety of effects.
8 **Scintillating Pattern:** Twisting colors confuse, stun, or render unconscious.
9 **Prismatic Wall:** Wall's colors have array of effects.

# Nodwick

by Aaron Williams
www.nodwick.com

A journey of 1000 miles begins with a two-hour delay before takeoff.

EXCUSE ME, IS THIS THE EXTRA-PLANAR TRAVEL AGENCY?
IT CERTAINLY IS! HOW MAY I HELP YOU?
Extraplanar Expeditions INCORPORATED
OPEN
I WAS HOPING TO TRAVEL TO THE ETHEREAL PLANE FOR A WEEKEND GETAWAY. YOU KNOW, NO WORK, NO KIDS, NO PHYSICAL SUBSTANCE...
CERTAINLY, SIR! HERE'S OUR RATES AND PLANS.
HMM... FIRST CLASS SEEMS KIND OF STEEP. COACH IS FINE, THOUGH.
EXCELLENT! THAT'LL BE FIVE HUNDRED GOLD.
I'LL SEE TO YOUR BAGS, SIR.
HELLO, SIR. WELCOME TO SECURITY. PLEASE PASS THROUGH THE ELEMENTAL DETECTOR.
WHAT DOES IT DO?
IT MAKES SURE YOU AREN'T CARRYING ANYTHING YOUR DESTINATION WILL OBJECT TO. LIKE FIRE-BASED ITEMS GOING TO THE PLANE OF WATER.
WHAT WOULD DISAGREE WITH THE ETHEREAL PLANE?
REALLY DENSE STUFF. HE'S CLEAN!
GOOD DAY, SIR! DO YOU HAVE YOUR "PLANE" TICKET?
RIGHT HERE.
THANK YOU, PORTER, PLEASE PUT THIS MAN'S LUGGAGE THROUGH THE PORTAL.
AND NOW YOU MAY STEP THROUGH. ENJOY YOUR TRIP!
I HEAR ANOTHER CUSTOMER IN THE LOBBY! THIS NEW BUSINESS IS POPULAR!
SO HOW DO THEY GET BACK?
I NEVER THINK TO ASK THEM THAT. HECK, I'M NOT EVEN SURE THE GATE SPELL IS SENDING THEM TO THE RIGHT PLACE. BUT SO FAR, NOBODY'S ASKED FOR A REFUND

# Creatures of Brilliance

**Inhabitants of the Plane of Radiance**

by Bennet Marks · illustrated by David Wahlstrom

With endless floating vistas and oceans of searing brilliance connected only by vast expanses of unfathomable nothingness, it's easy to believe that the Plane of Radiance is too hostile an environment to create life. Amid the blinding auras, shimmering clouds, and infinite depths flourish a multitude of beings, both beautiful and deadly. Presented here are a number of new creatures native to or infused with the power of the Plane of Radiance, planar beings just as dangerous as the searing light that spawned them.

## GLIMMERFOLK

**Glimmerfolk, 1st-Level Warrior**
**Medium Outsider (Native)**
**Hit Dice:** 1d8+1 (5 hp)
**Initiative:** +4
**Speed:** 30 ft. (6 squares)
**Armor Class:** 15 (+4 chain shirt, +1 light shield), touch 10, flat-footed 15
**Base Attack/Grapple:** +1/+1
**Attack:** Longsword +1 melee (1d8/19-20) or longbow +1 ranged (1d8/x3)
**Full Attack:** Longsword +1 melee (1d8/19-20) or longbow +1 ranged (1d8/x3)
**Space/Reach:** 5 ft./5 ft.
**Special Attacks:** –
**Special Qualities:** Glimmerfolk traits
**Saves:** Fort +3, Ref +0, Will +0
**Abilities:** Str 11, Dex 11, Con 12, Int 10, Wis 11, Cha 8
**Skills:** Climb +1, Handle Animal +1, Hide -9*, Perform (sing) +2, Ride +2
**Feats:** Improved Initiative
**Environment:** Temperate forests
**Organization:** Solitary, team (2-4), or company (5-20 plus 2 3rd-level lieutenants and 1 leader of 3rd-7th level)
**Challenge Rating:** 1/2
**Treasure:** Standard
**Alignment:** Usually true neutral
**Advancement:** By character class
**Level Adjustment:** +0

*This regal humanoid is slightly taller and leaner than a human. With skin an almost luminescent golden tan, it stares at you sternly, its head rung by a halo of three slowly orbiting, fist-sized lights.*

The glimmerfolk are a plane-touched race, native to the Material Plane where they live in eerie forests infused with radiant energies. They are fiercely isolationist and have little contact with other peoples.

Glimmerfolk are taller but slighter than humans. They have deeply tan skin, ranging from brown to bronze. Their hair color can be of any of the fairer shades that occur in humans, while their eyes are night-black with tiny, flickering lights of many colors. Their lifespans are also similar to those of humans.

Glimmerfolk garments, weapons, and other equipment are always of excellent quality and artistic design, and are extremely well cared for, frequently appearing new.

In their homes and communities, Glimmerfolk speak Sylvan, although they often know Auran, Common, and Elven.

### Combat

Glimmerfolk strive for excellence in all they do, be it art, magic, or warfare. They are usually well organized and work well together, using both their martial talents and their spellcasting abilities to protect themselves and their forest.

**Glimmerfolk Traits:** Glimmerfolk possess the following racial traits:

- +2 Dexterity, -2 Strength. Glimmerfolk have an otherworldly grace that stems from their planar heritage, but they possess a frailty that makes them ill suited to the harshness of the natural world.
- Medium size.
- A glimmerfolk's base land speed is 30 feet.
- Low-light vision.
- Immunity to pattern effects.
- +2 racial bonus on Perform checks.
- +4 racial bonus on saving throws against spells of the shadow subschool or with the darkness descriptor.
- Automatic Languages: Sylvan. Bonus Languages: Auran, Common, Elven, Gnoll, Gnome, Goblin, and Orc.
- **Nimlis* (Sp): All adult glimmerfolk have three globes of immaterial colored light, about 2 inches in diameter, which float within 1 foot of them at all times. These lights are called nimlis and are an extension of a glimmerfolk's life force. Nimlis slowly orbit glimmerfolk in random paths, usually just above their shoulders. Nimlis are a natural part of the glimmerfolks' existence and are thought of in the same terms most races consider hair color.

A nimli glows with a constant light equivalent to a candle. Since several lights usually surround them, glimmerfolk suffer a -2 penalty on Hide checks for each nimli they have active. Nimlis do not interfere with spells such as *mirror image* or *invisibility*.

As a standard action, a glimmerfolk can use one or more of her nimlis to cast a spell. Doing so causes the nimli to "burn out," fading from existence until the glimmerfolk has a chance to rest for at least 8 hours. After that time, any used nimlis reappear. A glimmerfolk using one of her nimils can reproduce the effects of the spells *dancing lights*, *daze*, or *flare*. By using two nimlis, a glimmerfolk can cast *color spray* or *magic missile*. By burning all three nimlis, a glimmerfolk can cast *mirror image*.

- Favored Class: Ranger.

The glimmerfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

### Glimmerfolk Society

Glimmerfolk are a civilized, learned race, but their xenophobia can make them distrustful and dangerous. They follow a prince, a hereditary office passed down from father to eldest son.

Glimmerfolk children do not have nimli. At puberty each child goes on a solo "walkabout" called the Bright Journey. A small number do not survive, but the rest return with their full complement of nimlis and are considered adults.

Glimmerfolk are usually encountered in their forests and are not hospitable to strangers. Rare glimmerfolk found in the outside world have usually been sent by the prince and his council, either for diplomatic purposes or on a quest to find items or information needed by the glimmerfolk. Even more rare are runaways, glimmerfolk who turn their backs on their people and their home to explore the world. These free spirits are considered outlaws and are shunned.

The glimmerfolk live in a wide variety of communities: large forest cities, smaller towns, family estates, and druidic enclaves. They love art and poetry, as well as the natural beauty of their forest, but see all other races (with the possible exception of elves and fey) as threats to that beauty.

## PRISMFLY SWARM

Fine Magical Beast (Extraplanar, Swarm)
**Hit Dice:** 10d10 (55 hp)
**Initiative:** +11
**Speed:** 5 ft. (1 square), fly 60 ft. (good)
**Armor Class:** 25 (+8 size, +7 Dex), touch 25, flat-footed 18
**Base Attack/Grapple:** +10/—
**Attack:** Swarm (2d6 plus 1d8 acid)
**Full Attack:** Swarm (2d6 plus 1d8 acid)
**Space/Reach:** 10 ft./0 ft.
**Special Attacks:** Acid, confusing swarm, distraction
**Special Qualities:** Darkvision 60 ft., immune to weapon damage, low-light vision, swarm traits
**Saves:** Fort +7, Ref +16, Will +3
**Abilities:** Str 1, Dex 24, Con 10, Int 1, Wis 11, Cha 15
**Skills:** Hide +8, Listen +9, Spot +12
**Feats:** Alertness, Improved Initiative, Iron Will, Lightning Reflexes
**Environment:** Plane of Radiance
**Organization:** Solitary, sheen (2–5 swarms), or glare (6–12 swarms)
**Challenge Rating:** 6
**Treasure:** None
**Alignment:** Always neutral
**Advancement:** None
**Level Adjustment:** —

*A hissing, sparking cloud of tiny glowing bugs sweeps closer, flickering through the air like a flying fire.*

The flesh-eating prismflys that make up this swarm can easily be mistaken for fireflies. Closer examination reveals that each bug has what seems to be a tiny crystal protruding from its abdomen that flashes a spectrum of different colors. From their stubby black heads protrude six minute, needle-sharp mandibles coated with sickly brown acidic fluid.

### Combat

A prismfly swarm seeks to surround prey it encounters, using its acid bite to eat away at it. The swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

**Acid (Ex):** Those damaged by a prismfly swarm suffer an additional 1d8 points of acid damage.

**Confusing Swarm (Su):** Any creature that occupies the same space as a prismfly swarm must make a DC 17 Will save or be confused for 1d4 rounds. This is a mind-affecting pattern effect. The save DC is Charisma-based.

**Distraction (Ex):** Any living creature that begins its turn in the same space as a prismfly swarm must succeed on a DC 15 Fort save or be nauseated for 1 round. The save DC is Constitution-based.

**Skills:** A prismfly swarm has a +4 racial bonus on Spot checks. It suffers a -8 racial penalty on Hide checks, due to its bright glow.

## RADIANT CREATURES

Radiant creatures are natives of the Plane of Radiance and are at least partially made up of the raw materials and energies of that plane. Most radiant creatures are bright, luminous versions of beings found on the Material Plane. A radiant creature is the same size and shape as its Material Plane counterpart, but it appears as a semi-translucent mass of shimmering, shifting colors and sparkling lights.

### Sample Radiant Creature

*Winging overhead is a creature that seems to be afire with the light of a rising sun. Resplendent in an aura of shimmering colors, light glints from the massive wings, talons, and beak of this great avian with equal intensity.*

This example uses a giant eagle as the base creature.

## RADIANT GIANT EAGLE

**Large Outsider (Augmented Magical Beast, Native)**
**Hit Dice:** 4d10+4 (26 hp)
**Initiative:** +5
**Speed:** 10 ft. (2 squares), fly 80 ft. (average)
**Armor Class:** 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12
**Base Attack/Grapple:** +4/+12
**Attack:** Claw +7 melee (1d6+4)
**Full Attack:** 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
**Space/Reach:** 10 ft./5 ft.
**Special Attacks:** Rainbow aura, spell-like abilities
**Special Qualities:** Damage reduction 5/magic, evasion, darkvision 60 ft., fast healing 2, immunity to blindness, cannot be dazed, dazzled, or stunned, low-light vision
**Saves:** Fort +5, Ref +9, Will +3
**Abilities:** Str 18, Dex 21, Con 12, Int 10, Wis 14, Cha 16
**Skills:** Hide -7, Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +19, Survival +3
**Feats:** Alertness, Flyby Attack
**Environment:** The Plane of Radiance
**Organization:** Solitary, pair, or eyrie (5-12)
**Challenge Rating:** 4
**Treasure:** None
**Alignment:** Usually chaotic good
**Advancement:** 5-8 HD (Large); 9-12 HD (Huge)
**Level Adjustment:** +5 (cohort)

Radiant giant eagles behave much like giant eagles of the Material Plane, although they commonly only nest upon fixed or drifting islands on the Plane of Radiance. Radiant giant eagles speak Auran.

### Combat

Radiant giant eagles make extensive use of their rainbow aura and spell-like abilities in combat. Usually flying over enemies several times, they wait until their aura's dazzling effect significantly weakens their enemies before they attack.

**Rainbow Aura (Su):** Radiant giant eagles glow with a natural light. All

creatures within 30 feet must make a DC 15 Will save or be dazzled for 1d6 rounds. Dazzled creatures suffer a -1 penalty on attack rolls, Search checks, and Spot checks. Although it is not merely a radiant giant eagle's eyes that are a threat, this effect is in all ways treated as gaze attack. The save DC for this effect is Charisma-based.

**Spell-Like Abilities:** 3/day—*blur, color spray* (DC 14). The save DCs are Charisma based.

**Evasion (Ex):** With a successful Reflex save against an attack that allows a Reflex save for half damage, a radiant giant eagle takes no damage.

**Skills:** Radiant giant eagles have a +8 racial bonus on Spot checks, and a -8 penalty on Hide checks due to their rainbow aura.

### Creating a Radiant Creature

"Radiant" is an inherited template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the "base creature"). It uses all the base creature's statistics and abilities except as noted here.

**Size and Type:** The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Radiant creatures are native outsiders.

**Special Attacks:** A radiant creature retains all the special attacks of the base creature and also gains the following special abilities:

*Rainbow Aura (Su):* Radiant creatures constantly shed a glaring aura that most creatures find difficult to look at. Those within 30 feet of a radiant creature must make a Will save (DC 10 + 1/2 creature's racial Hit Dice + creature's Charisma modifier) or be dazzled for 1d6 rounds, suffering a -1 penalty on attack rolls, Search checks, and Spot checks. Radiant creatures are immune to the rainbow aura of other radiant creatures.

Although not a gaze attack in the usual sense, this ability uses the same rules for making attacks and avoiding its effects (see page 294 of the *Dungeon Master's Guide*). Thus, a creature can attempt to look away or close its eyes to avoid the effects of this ability.

**Spell-like Abilities:** A radiant creature with an Intelligence or Wisdom score of 8 or higher has spell-like abilities

depending on its Hit Dice, as indicated on the following table. The abilities are cumulative; a radiant creature with 4 HD can use *color spray* as well as *blur*. Unless otherwise noted, an ability is useable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

| HD | Abilities |
|---|---|
| 1–2 | *Color spray* 3/day |
| 3–4 | *Blur* 3/day |
| 5–6 | *Mirror image* |
| 7–8 | *Searing light* |
| 9–10 | *Freedom of movement* |
| 11–12 | *Rainbow pattern* |
| 13–14 | *Prismatic spray* |
| 15–16 | *Repulsion* |
| 17–18 | *Scintillating pattern* |
| 19–20 | *Prismatic sphere* |

**Special Qualities:** A radiant creature retains all the special qualities of the base creature, plus the following special qualities:

- Damage reduction: 5/magic (if 11 HD or less) or 10/magic (if 12 HD or more).
- Immunity to blindness.
- No radiant creature can be dazed, dazzled, or stunned.
- Fast healing 2 so long as a source of light (other than the radiant creature) shines on the radiant creature.

**Abilities:** Increase from the base creature as follows: +4 Dex, +6 Cha.

**Skills:** Radiant creatures suffer -8 racial penalty on Hide checks, due to their rainbow aura, and they have a +4 racial bonus on Spot checks.

**Environment:** The Plane of Radiance.

**Challenge Rating:** Same as the base creature +1.

**Alignment:** One step closer to chaotic than the base creature.

**Level Adjustment:** Same as base creature +3.

## RAINBOW DWELLER

**Medium Outsider (Extraplanar, Incorporeal)**
**Hit Dice:** 4d8+4 (22 hp)
**Initiative:** +6
**Speed:** Fly 40 ft. (perfect) (8 squares)
**Armor Class:** 19 (+6 Dex, +3 deflection), touch 19, flat-footed 13
**Base Attack/Grapple:** +4/–
**Attack:** Incorporeal touch +11 melee (1d6 plus disease)
**Full Attack:** Incorporeal touch +11 melee (1d6 plus disease)
**Space/Reach:** 5 ft./5 ft.
**Special Attacks:** Color burst, disease, radiant form
**Special Qualities:** Darkvision 60 ft., incorporeal traits
**Saves:** Fort +5, Ref +10, Will +5
**Abilities:** Str –, Dex 22, Con 12, Int 11, Wis 12, Cha 16
**Skills:** Bluff +10, Hide +5, Intimidate +12, Knowledge (the planes) +7, Listen +8, Perform (sing) +10, Search +7, Spot +12
**Feats:** Flyby Attack, Weapon Focus (incorporeal touch)
**Environment:** Plane of Radiance
**Organization:** Solitary, pair, or choir (3–9)
**Challenge Rating:** 4
**Treasure:** None
**Alignment:** Always chaotic neutral
**Advancement:** 5–12 HD (Medium)
**Level Adjustment:** –

*A humanoid shape made up of flowing, luminescent colors and bursts of sparkling light floats deftly through the air.*

Rainbow dwellers are among the purest expressions of radiant life. Sages suggest that they are born in distant, unexplored spaces of the Plane of Radiance, coalescing directly from radiant energies and materials. These creatures have a translucent humanoid form composed completely of light and ever-shifting colors, with eerie, opalescent eyes.

Although they are intelligent, their psychologies are quite alien, and their actions are unpredictable. Some seem to resent all non-radiant life and attack such creatures on sight, others are less violent but have cruel senses of humor and engage in dangerous mischief, while some are more reasonable and willing to interact with other creatures.

Rainbow dwellers have mellifluous voices, which can produce noises far beyond the normal human range of perception, and they seem to love to sing. What language they sing in though—or if they indeed have or know any languages—is unknown.

### Combat

A rainbow dweller uses its radiant form and color bursts to disrupt an opponent's defenses, then it attacks with its incorporeal touch attacks.

**Color Burst (Su):** As a standard action, a rainbow dweller may unleash a 15-foot-radius burst of shockingly brilliant light, centered on itself, three times per day. All creatures in the area are affected as if by the spell *color spray* (DC 15). The save DC is Charisma-based.

**Disease (Ex):** Creatures that come into contact with rainbow dwellers are often affected by a strange disease called sun scorch. Creatures hit by a rainbow dweller's incorporeal touch, or that attempt to grapple or otherwise directly touch one, must make a DC 13 Fortitude save. Creatures that fail are infected with a unique noncomunicable disease with an incubation time of 1 day that deals 1d4 points of Strength damage.

**Radiant Form (Su):** The ever-changing colors of the rainbow dweller's form distract the eye and bewilder the mind of onlookers. Any creature within 30 feet who can see the rainbow dweller must make a DC 15 Will save or be fascinated for as long as the dweller is within range. A creature that saves versus a rainbow dweller's radiant form is immune to that rainbow dweller's radiant form for 24 hours. The save DC is Charisma-based.

Creatures can try to look away or close their eyes to avoid the effect of a rainbow dweller's radiant form as though it were a gaze attack. Creatures native to the Plane of Radiance are immune to this ability.

**Skills:** The rainbow dweller has a +4 racial bonus on Spot checks, and it has a -8 racial penalty on Hide checks due to the light it sheds.

LOOKING OUT FOR THE LITTLE GUY

# Arvoreen's KEEPERS

by Thomas M. Costa · illustrated by Jeff Carlisle

Throughout the Forgotten Realms, the deity Arvoreen watches over halfling communities and individuals, wherever they may wander. Stern and practical for a halfling deity, Arvoreen has instructed his likeminded flock to protect and look after others as he does them. Thus, the religious orders of Arvoreen's keepers and Arvoreen's warders were born, road and village marshals of the halfling god of vigilance.

## ARVOREEN'S KEEPERS

Arvoreen's keepers, also known as Keepers of the Vigilant Guardian, are halflings of that rare breed that crave action. They are the defenders of their communities. They believe in an active defense, much like their patron god, Arvoreen the Defender, who promises them a glorious afterlife at his side. Consequently, keepers aggressively prepare for incursions into halfling lands and are always ready to repulse hostile invaders at the first sign of trouble. They construct defensive barriers, signaling systems, beacons, and traps to protect their charges. They patrol the community and surrounding areas, driving away or killing monsters and intruders. They also keep the peace and lead village militias when invaders attack.

Arvoreen's keepers are dogged and determined to give a good account of themselves, but they are also—like most halflings—extremely practical. They follow a code of ethics, but understand that it is only a set of guidelines that cannot cover every situation. Keepers might make questionable alliances, even steal at times, if such extremes are required to defend their charges. Similarly, they might ignore a petty theft if no one was injured.

Most of Arvoreen's keepers are clerics or ranger/paladins, although almost all single-class or multiclass combinations of paladin, ranger, and cleric are known. Very few barbarians or arcane spellcasters opt to become Arvoreen's keepers. Those keepers without any divine supernatural or spellcasting abilities are commonly known as warders.

In times of war, Arvoreen's keepers are commanders of halfling soldiers, elite warriors, and scouts. In times of peace, they are sentinels and troubleshooters, often serving as local constables, sheriffs, wardens, magistrates, or marshals, being politely nosy, maintaining order, and enforcing the law. However, even when they do not hold these positions, the local sheriff and halfling clergy know they can always call on keepers for assistance. For these reasons, keepers command the fidelity and respect of halflings everywhere, who love the keepers for keeping them safe. Keepers are common in many halfling communities, notably the fallen halfling realm of Meiritin (now part of Amn), the Purple Hills of Tethyr, and the halfling nation of Luiren, as well as among many of Arvoreen's military orders, notably Arvoreen's Marchers of Tethyr. A few keepers choose to wander, becoming deputy-rangers or road sheriffs—law officers given authority by local officials to wander afar in search of those who commit crimes against halfling communities.

### Avoreen's Keeper Class Features

All the following are class features of the Arvoreen's keeper prestige class.

**Weapon and Armor Proficiency:** Arvoreen's keepers are proficient with all simple and martial weapons, light and medium armor, and shields.

## ARVOREEN

The Defender, the Wary Sword

Intermediate Halfling Deity

| | |
|---|---|
| Symbol: | Two crossed short swords |
| Home Plane: | Green Fields |
| Alignment: | Lawful good |
| Portfolio: | Defense, war, vigilance, halfling warriors, duty |
| Worshippers: | Halflings, fighters, paladins, rangers, soldiers, warriors |
| Cleric Alignments: | LG, LN, NG |
| Domains: | Good, Halfling (from the *Forgotten Realms Campaign Setting*), Law, Protection, War |
| Favored Weapon: | "Aegisheart" (short sword) |

When invaders threaten halfling communities, residents send prays to Arvoreen, whose worshippers follow a doctrine of guardianship, stern defense, and aggressive watchfulness. Arvoreen remains ever aware of dangers facing halfling communities but prefers a reactive rather than proactive agenda. When an enemy strikes, his halfling servants strike back with precision and decisiveness born of a strict, almost unhalflinglike regimen of martial training. More information on Arvoreen can be found on page 137 of *Faiths and Pantheons*.

Arvoreen defends halflings in the Forgotten Realms, but elsewhere Fharlanghn or Heironeous might fulfill a similar role as patron of the keepers. If you're using Eberron deities, Boldrei might sponsor keepers and warders.

**Spells per Day:** Arvoreen's keepers continue their devotion to Arvoreen. Thus, whenever the keeper gains a new level, he may gain new spells per day as if he had gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (increased turning abilities, animal companions, and so on). This means he adds his new level of Arvoreen's keeper to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. (If the character had more than one divine spellcasting class before becoming an Arvoreen's keeper, he must decide to which class he adds each level of Arvoreen's keeper for purposes of spells per day).

**Trapfinding:** Arvoreen's keepers have the trapfinding skill just as rogues do (see page 50 of the *Player's Handbook*). With this ability, keepers can use the Search skill to locate magic traps and mundane traps with DCs higher than 20.

**Uncanny Dodge (Ex):** At 3rd level, an Arvoreen's keeper gains uncanny dodge, just as a 4th-level rogue (see page 50 of the *Player's Handbook*). This ability allows the character to retain his Dexterity bonus to Armor Class (if any) even if he is caught flat-footed or struck by an invisible attacker.

**Defensive Parry (Ex):** At 5th level, Arvoreen's keepers have truly mastered the defensive maneuvers of combat. When executing the fight defensively standard or full-round action, the keeper gains an additional +1 dodge bonus to his Armor Class (see Fighting Defensively on

page 140 and 143 of the *Player's Handbook*). In addition, when executing the total defense standard action, the keeper gains an additional +2 dodge bonus to his Armor Class (see Total Defense on page 142 of the *Player's Handbook*).

**Subduing Strikes (Ex):** Arvoreen's keepers often serve as local sheriffs charged with capturing criminals. At 7th level, the keeper can deal nonlethal damage with a weapon that deals normal damage without suffering a -4 penalty on the attack.

HIT DIE D8

### ARVOREEN'S KEEPER REQUIREMENTS

To qualify to become an Arvoreen's keeper, a character must fulfill all the following criteria.

**Race:** Halfling.

**Religion:** Arvoreen.

**Alignment:** Lawful good, neutral good, or lawful neutral.

**Base Attack Bonus:** +4.

**Skills:** Craft (trapmaking) 4 ranks, Listen 4 ranks, Sense Motive 4 ranks, Spot 4 ranks, Survival 4 ranks.

**Feats:** Alertness, Martial Weapon Proficiency (short sword), Simple Weapon Proficiency (sling) or Martial Weapon Proficiency (shortbow), Track.

**Spells:** Must be able to cast divine spells.

**Special:** Must be accepted for training and be judged worthy by a cleric of Arvoreen.

### ARVOREEN'S KEEPER CLASS SKILLS

The keeper's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Team Player (Ex):** Arvoreen's keepers support, as well as lead, their communities. At 9th level, a keeper has learned how to pool his prowess most effectively with his allies. When using the aid another action, the keeper grants a +4 bonus instead of the usual +2 bonus.

**Defensive Roll (Ex):** At 10th level, Arvoreen's keepers can roll with a potentially lethal blow to take less damage from it. Once per day, when a keeper would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt a Reflex saving throw (DC equals the damage dealt) to take only half damage from the blow.

**Code of Conduct:** Arvoreen's keepers must be lawful good, neutral good, or lawful neutral. Additionally, the keepers' code requires they never attack first (although preemptive strikes against known raiders or invaders—who are considered to have attacked first—are generally acceptable), aid and protect those in their charge or their community, never flee from an enemy unless all those under their protection have safely escaped (even if it means the keeper's own death), defend the honor of their god and race, and respect and obey the clergy of the halfling gods.

**Multiclass Arvoreen's Keepers:** Arvoreen's keepers are allowed to multiclass freely as paladins.

**Ex-Keepers:** Arvoreen's keepers who cease to be lawful good, neutral good, or lawful neutral, or who grossly violate their codes of conduct, lose spellcasting granted by Arvoreen's keeper levels and the ability to progress as Arvoreen's keepers. An offending keeper regains his abilities and his ability to progress as an Arvoreen's keeper if he atones for his violations (see the *atonement* spell description on page 201 of the *Player's Handbook*).

## ARVOREEN'S WARDER

The more militaristic branch of Arvoreen's favored, Arvoreen's warders lack the spellcasting abilities of their keeper brethren, but they make up for this limitation with sheer tenacity. Skilled trackers and warriors, warders often serve as scouts, man hunters, and commanders of halfling militias and military regiments.

### ARVOREEN'S KEEPER ADVANCEMENT

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Trapfinding | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | | +1 level of existing class |
| 3rd | +2 | +1 | +3 | +3 | Uncanny dodge | +1 level of existing class |
| 4th | +3 | +1 | +4 | +4 | | +1 level of existing class |
| 5th | +3 | +1 | +4 | +4 | Defensive parry | +1 level of existing class |
| 6th | +4 | +2 | +5 | +5 | | +1 level of existing class |
| 7th | +5 | +2 | +5 | +5 | Subduing strikes | +1 level of existing class |
| 8th | +6 | +2 | +6 | +6 | | +1 level of existing class |
| 9th | +6 | +3 | +6 | +6 | Team player | +1 level of existing class |
| 10th | +7 | +3 | +7 | +7 | Defensive roll | +1 level of existing class |

Where keepers tend to take a more deductive route in most of their pursuits, warders are willing to let their blades loosen the tongues of the guilty. Sometimes more brash than Arvoreen's keepers, both orders follow the same code of conduct, although warders also believe that it takes a sharp sword to cut through the world's injustices.

## Arvoreen's Warder Class Features

Arvoreen's warders have the same abilities, gained at the same levels, as the Arvoreen's keeper prestige class. However, warders are far more adept in combat than keepers and have the following benefits.

**Bonus Feats:** At 2nd level, Arvoreen's warders gain Weapon Focus (short sword) as a bonus feat. Their use of the short sword becomes more deadly at 4th level, granting them Weapon Specialization (short sword) as a bonus feat. At 6th level, warders get the Greater Weapon Focus (short sword) as a bonus feat. Finally, at 8th level, warders master the short sword, gaining Greater Weapon Specialization (short sword) as a bonus feat.

**Code of Conduct:** Arvoreen's warders must be lawful good, neutral good, or lawful neutral. Additionally, they adhere to the same code of conduct as Arvoreen's keepers.

**Multiclass Arvoreen's Warders:** Arvoreen's warders are allowed to multiclass freely as paladins.

**Ex-Warders:** Arvoreen's warders who cease to be lawful good, neutral good, or lawful neutral, or who grossly violate their codes of conduct lose all supernatural, spell-like, and spellcasting abilities (regardless of class) and the ability to progress as Arvoreen's warders. An offending warder regains her abilities and her ability to progress as an Arvoreen's warder if she atones for her violations (see the *atonement* spell description on page 201 of the *Player's Handbook*).

### ARVOREEN'S WARDER REQUIREMENTS

HIT DIE D8

To qualify to become an Arvoreen's warder, a character must fulfill all the following criteria.

**Race:** Halfling.

**Religion:** Arvoreen.

**Alignment:** Lawful good, neutral good, or lawful neutral.

**Base Attack Bonus:** +4.

**Skills:** Craft (trapmaking) 4 ranks, Listen 4 ranks, Sense Motive 4 ranks, Spot 4 ranks, Survival 4 ranks.

**Feats:** Alertness, Martial Weapon Proficiency (short sword), Simple Weapon Proficiency (sling) or Martial Weapon Proficiency (shortbow), Track.

**Special:** Must be accepted for training and be judged worthy by a cleric of Arvoreen.

### ARVOREEN'S WARDER CLASS SKILLS

The warder's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

### ARVOREEN'S WARDER ADVANCEMENT

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Trapfinding |
| 2nd | +2 | +0 | +3 | +0 | Weapon Focus (short sword) |
| 3rd | +3 | +1 | +3 | +1 | Uncanny dodge |
| 4th | +4 | +1 | +4 | +1 | Weapon Specialization (short sword) |
| 5th | +5 | +1 | +4 | +1 | Defensive parry |
| 6th | +6 | +2 | +5 | +2 | Greater Weapon Focus (short sword) |
| 7th | +7 | +2 | +5 | +2 | Subduing strikes |
| 8th | +8 | +2 | +6 | +2 | Greater Weapon Specialization (short sword) |
| 9th | +9 | +3 | +6 | +3 | Team player |
| 10th | +10 | +3 | +7 | +3 | Defensive roll |

# NURNEENE'S MARVELOUS MASKS

by Ed Greenwood · illustrated by David Day

For years, the most stylish and spectacular masks worn at revels in Waterdeep have been made and sold at Nurneene's Marvelous Masks. Nurneene's is a tiny, almost demurely hidden shop that stands on the east side of the Street of Bells in Waterdeep's Castle Ward. Better known for its colorful proprietress and her wares than as a flashy landmark, Nurneene's is also notorious for the mask in its display window—and increasingly for rumors of its connection to the god Mask, Master of All Thieves and Lord of Shadows.

## WHAT MEETS THE EYE

This shop rises four floors above street level and has a peaked roof (with a porthole window opening into an attic) that makes it seem even taller. It's only about 10 feet wide, and it's jammed between two other, larger shops set a foot or two back from the street with glittering facades of lamps, angled mirrors, and mannequins clad in stylish gowns. The front of Nurneene's is sheathed in fieldstone, and its upper floors each have a single shuttered window. These windows are all closed and barred from within; only the uppermost is ever opened, and then only in the hottest summer weather. A tiny, round door is located in the pinnacle of the eaves, where the steep slope of the roof reaches its peak. Like many Waterdhavian shops that abut neighboring structures, the entire roof is sloped not just from side to side, but also canted so that its side-gutters are markedly higher at the street-front wall, draining away to downspouts in the rear.

The storefront of Nurneene's is taken up by a door and a display window. Through the window, the same thing can always be seen: cream-hued muslin rising in a smooth drape from the counter it covers to a valance. Between the valance and this backdrop hang three lanterns. They illuminate a row of black wooden letters set individually on the cloth-covered counter to spell "Nurneene" and "Masks," and a floating black cloth half-mask that hangs in the air beneath the lights, turning slightly as if an invisible wearer is scrutinizing passersby.

This effect is so eerie and pronounced—the mask moves rapidly forward to peer at some individuals—that many Waterdhavians refuse to pass by the shop. A street roustabout given to bouts of drinking and violence once loudly declared his intention to "get rid of that haunted mask shop," and hurled a cobblestone through its window in the darkest hours of a winter night, intending to follow it with a burning brand. The tale of what befell next has spread all over Waterdeep, as one of the many whispered snippets of local lore: The mask lunged at the would-be arsonist, nearly smothered the man, and chased him through the streets until the man was wrestled to a halt by a Watch patrol.

The ground floor of the shop is the showroom and wrapping area, with a "buying corner" at the back. Showrooms (with closets of angled mirrors for a client to stand amid) and storage drawers for standard models of masks are on the second floor. Cutting rooms containing softwood heads with pins, shears, dyeing pans, and drying stretch frames fill the two topmost floors. The uppermost floor also has some beds for workers to sleep in and a hipbath. The attic above is used to store old furniture, shop records over a decade old, and the like. The cellars are used to store bolts of cloth (wrapped in linen covers and hanging from the rafters on angled end-hooks).

## THE LURKING MASK

In appearance, the black floating mask—dubbed "the Lurking Mask" by someone long ago—is a drop-point-front, back-tie model that looks identical to the illustration on page 246 of the *Forgotten Realms Campaign Setting*, except that it's unusually thick and large enough that only a titan or giant could actually wear it as a facial cover. The mask is a dark purple that appears black in most lighting conditions.

Some time ago, Nurneene worked as an apprentice in a mask-making shop somewhat larger (but less prestigious) than her own store. Clearly more skillful than any other apprentice (and some say even her master), Nurneene toiled in the back of the shop, creating mask after splendid mask, for which her master took full credit.

One day, after Nurneene had lived this life for several years, an ancient-looking man returned to the shop (having purchased one of Nurneene's skillfully rendered masks for a ball) in search of the one who had created it. When Nurneene's master took credit for the handiwork, the man scoffed and demanded the truth. Flustered, the mask-maker brought out Nurneene and presented her to the ancient man, who promised someday to reward her for her excellent craft.

Several years later, as Nurneene watched the dream of her own shop crumble down around her, the ancient-

looking man called upon her and promised to bring in more customers than she alone could handle. He instructed her to make a large mask with the same attention to detail of her normal masks and clear out her front window. When he returned a few days later, he set the mask in the empty front window and cast a number of spells upon it. Before Nurneene's eyes, the mask rose into the air and took the position it has maintained ever since.

The mask is a Small animated object permanently enchanted with *animate objects* and *fly* spells. It is programmed to hover in the window, to peer at passers-by, and to guard the shop and itself if one or the other is attacked. The animated mask also obeys simple verbal commands from Nurneene. Only once has anyone ever successfully dispelled the permanent spells on the mask, but the mask regained its enchantments in a few days.

## NURNEENE AND THE LORD OF SHADOWS

The proprietress of the most highbrow mask shop in Waterdeep is a skilled seamstress and crafter of masks, with a true genius for cutting, steaming, and binding materials to obtain a desired shape. Many of her masks soar like crowns or support shells or side-wings that alter the perceived shape of the wearer's head. Scaled, plush, metallic, or satinlike, the surface finish of her creations is exquisite.

Nurneene is also patient, a diplomat used to handling arrogant and difficult clients, and a good teacher. Her small but loyal staff of six fitters and mask-crafters have, under her tutelage, acquired skills almost to match her own. The two men and four women who work for her can all serve in the shop and make masks; Nurneene simply divides their time so the most beautiful women do the most meeting of clients, and the less attractive plus their male counterparts do more of the backroom work.

Petite and graceful, Nurneene has white skin, russet hair, and large green eyes. Her voice is husky and inclined to rasp when raised, so she's adopted a quiet, murmuring mode of speech. In recent years, she's increasingly retired from public view, gliding regally out from a curtained alcove behind the buying-counter when patrons become difficult. If real trouble erupts, she summons her other staff with a handbell. Nurneene's male staff are both rogues (LE male human Rog3) chosen for their strength and swiftness; they are customarily armed with—and skilled in the use of—daggers, darts, saps, and slings.

Some years ago, Nurneene fell in with some thieves who hired her to make masks that would conceal lockpicks, flexible saw-knives, and poisoned darts. She was excited by their exploits but wise enough to know she'd never be more than adequate at actual thievery—and could make a better and safer living as a fence, coin-cleaner (Note from Elminster: *Ye would say "money launderer."*), and procurer of supplies for thieves wanting to keep out of sight for a time. She became an avid fan of the city's thieves, fascinated by their deeds and hungry for news of their unfolding plots and exploits. This knowledge in turn made her dangerous to them—but she saw a way to justify her curiosity about Waterdhavian thievery, stay alive, and even hold some power in Waterdeep's shady underworld: becoming a cleric of Mask.

To do so, Nurneene sacrificed her wealth and herself to a cold and cruel priest of the Lord of Shadows named Hathrel. As her master, he commanded the building of a chapel to Mask in the deepest cellars beneath her shop (at Nurneene's expense), and set her to the task of acquiring poisons that would slay, paralyze, blind, deafen, or cause slumber. By ongoing sales of these substances, Hathrel hoped to become truly rich. Unfortunately, he didn't consider Nurneene's distaste for handling such substances, and he misjudged how her hatred of him had grown to outstrip her fascination and fear. In Skullport, he fell victim to the poisons he'd ordered her to procure, leaving the mask-maker to take control of the small flock of thieves who worshipped at the chapel.

Now grown in number to sixteen or so, these worshipers are almost all street thieves. They have come to love Nurneene, who gives them shelter, food, encouragement, hiding-places for themselves and their loot, and even clothing and bathing facilities—all in return for their "confessions." So long as they tell her all, she makes them welcome, never demands offerings to Mask or coins for her services (although the devout who can afford it do leave temple offerings), and shares news and gossip she thinks will be of benefit to them.

For her part, Nurneene (NE female human Clr6 [Mask]/Exp6/Rog1) has found a satisfying purpose in life (beyond creating ever-wilder masks for rich and frivolous fools). She's come to truly believe in Mask, and now spends hours praying before his altar, seeking inspiration and guidance. Already she's been rewarded with visions that directed her to where Hathrel had hidden a scroll, and she has been told in whispers by a hooded dream-figure to "weave schemes and plots to make thieves of Waterdeep's wealthy and powerful."

## ELMINSTER'S NOTES

Know ye that Nurneene bids fair to become a real power in Waterdeep if no ill befalls her. She's clever enough not to let greed rule her. If the thieves who obey her can manage to do the same, she might well guide them in a sophisticated and subtle series of intrigues and thefts that earns far more coin than even the most spectacularly bold "snatch job" . . . and do so unnoticed, mayhap for years.

As for her plots, I can reveal that she's already begun spreading rumors among young noble wastrels—knowing very well that they'll whisper them to their friends—of a secret society of Deep Lords they might be able to join if they contact the right folk in Skullport and successfully undertake the missions they're given. Being a Deep Lord, the whispers say, will bring riches and in some few years real power, as the Deep Lords begin to subvert the Lords of Waterdeep and ultimately come to rule the city.

Now, only foolish nobles are likely to believe they could ever hold real power when dealing with illithids, drow, and worse from the Realms Below . . . but then again, Nurneene won't be the first cunning person to profit from the naiveté of others.

She's also busily trying to arrange a warehousing cartel and a corruption of the tax clerks of Castle Waterdeep. When she feels in need of a little entertainment, her own concealing creations allow her to attend revels in costume, posing as visiting nobility. Dalliances there often allow her to collect a few gems from young, impressionable noblemen without even going to the trouble of thievery. Not bad for a mask-maker, eh?

## NURNEEN'S MARVELOUS MASKS

1. The "lurking mask" dominates the front window. During the day, Nurneene partially pulls aside the draped fabric behind it to allow passers-by to see beyond it into the shop. Few seem to notice, however, as the free-floating, moving mask often dominates the attention of those who pass by.

2. A speakingtube and dumbwaiter connects all levels of the shop for the transfer of items and communication via handbells or speaking.

3. Four joined steps and risers halfway down the flight of wooden cellar stairs can be slid sideways into a wall cavity when a hidden catch is released, revealing an opening that drops down into an undercellar. Here Nurneene hides her chapel to the god Mask.

4. Pressing buttons incorporated into the stairposts' elaborately-carved decorations allows the wooden balls that crown them to be lifted off, revealing cavities capable of holding pilfered valuables.

PRESTIGE CLASSES OF AL-QADIM

# Champions OF FATE

by Dean Poisso · illustrated by Jeff Carlisle

The Land of Fate, Al-Qadim, is a place of high adventure, and those who choose to live there pursue its secrets and its favor in many different ways. The following prestige classes illustrate just a few of the options available to characters in this fabled land.

## BARBER

In the Land of Fate, the barber is traditionally a healer, a groom, and much more. A master of prattle and gossip, she primps and preens her clients while gleaning information of all kinds. At times subtle and at others flamboyant, the barber is without doubt a true performer. She is a skilled healer and alchemist capable of concocting aromatic colognes and deadly poisons. Barbers are known to be the intimates of both royalty and peasantry, and their close contact with those in power makes them the envy of many.

The path of the barber tends to be most attractive to bards and rogues, since they often focus on the necessary social skills. More than a few assassins have also taken up the razor, and barbers occasionally turn to the blood trade as well. After all, who would be in a better position to slice the throat of a noble or merchant than the person shaving him? Sorcerers and wizards rarely pursue this path, since it does nothing to augment their spellcasting abilities.

NPC barbers are most often encountered while plying their trade. They can serve as sources of information for PCs, or as spies for the opposition. Occasionally, they even appear as masterminds of schemes foul or fair within the Land of Fate.

### Class Features

All of the following are class features of the barber prestige class.

**Weapon and Armor Proficiency:** Barbers gain no proficiency with any weapon or armor.

**Gentle Touch (Ex):** The touch of the barber is the hallmark of her trade. At 1st level, she learns to calm her clients with a caress that is soothing yet not intrusive. Whenever a barber can make physical contact with a creature of Intelligence 3 or higher, the barber doubles her Charisma bonus when making Bluff, Diplomacy, Intimidate, and Perform checks against that creature. A barber also gains a +2 bonus on any Sleight of Hand checks made against a person she's touching.

**Craft Tonics (Ex):** In their mundane jobs, barbers must make hair tonics, lotions, and shaving creams. They are able to apply this talent to such a degree that they can use the Craft (alchemy) skill even if they don't have any spellcasting abilities.

### WHAT IS AL-QADIM?

Filled with intrigue, an unconquerable belief in Fate, and lots of sand, AlQadim brings fantasy versions of Arabia's rich cultures and traditions to the D&D audience.

The *Al-Qadim, Land of Fate* boxed set first appeared in 1992. This campaign setting boxed set introduced the subcontinent of Zakhara, set on the same world as the Forgotten Realms. Zakhara lies south of the Realms, beyond the Shining South (detailed in the forthcoming Wizards of the Coast product, *Shining South*). It is a land filled with assassins, flying carpets, genies, exotic peoples and locales, and deserts.

An open and inclusive culture fills the land, where all of the standard player character races live together in relative harmony. Racial cultures no longer exist in Al-Qadim, allowing dwarves, elves, and all other races to live together in one dominant, cosmopolitan society.

*Dragon* #315 presented the Sha'ir, an elemental spellcaster with an Arabian feel.

**Poison Use:** Barbers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Save Bonus against Poison:** Barbers train with poisons and slowly grow more resistant to their effects. At 2nd level, barbers gain a +1 bonus on saving throws against poisons. This bonus increases at every additional barber level.

***Charm Person* (Sp):** Beginning at 2nd level, a barber's tongue is sharper than her blade. A barber of this level or higher may use *charm person* as a spell-like ability. She can use this ability a number of times per day equal to her Charisma bonus (at least once per day). If the barber touches the target when using this ability, the save DC increases by +2.

**Chameleon (Ex):** The barber can fall into the role of whatever disguise she may adopt, and can aid those whom she disguises to act more believably in their adopted roles. The barber receives a +2 morale bonus on Disguise checks to act in character. Furthermore, anyone wearing a disguise the barber creates also gains a +2 morale bonus on Disguise checks to act in character, as the barber ably details how to act when in the disguise.

**Potent Tonics (Su):** By 4th level, the barber's poison mastery has reached its peak. She knows how to brew more potent poisons and also how to properly apply them for maximum effect. Damage-dealing poisons the barber creates and applies deal additional damage equal to 1 point per die rolled. Thus, a poison that normally deals 3d6 points of Constitution damage instead deals 3d6+3 points of Constitution damage when created and applied by the barber. A damage dealing poison that only deals 1 point of ability damage deals 2 points of damage instead. Poisons with non-damaging effects have their durations increased by 1 additional die. Thus, paralysis from a potent tonic poison lasts for 3d6 minutes and unconsciousness lasts for 2d3 hours, instead of the normal 2d6 minutes or 1d3 hours, respectively. This ability does not

## BARBER REQUIREMENTS

To qualify to become a barber, a character must fulfill all the following criteria.

**Base Attack Bonus:** +3.

**Skills:** Bluff 5 ranks, Diplomacy 5 ranks, Disguise 5 ranks, Gather Information 8 ranks, Heal 2 ranks, Profession (barber) 2 ranks.

**Feat:** Investigator or Negotiator.

HIT DIE D8

## BARBER CLASS SKILLS

The barber's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

**Skill Points at Each Level:** 8 + Int modifier.

## BARBER ADVANCEMENT

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Gentle touch, craft tonics, poison use |
| 2nd | +1 | +0 | +0 | +3 | *Charm person*, +1 save against poison |
| 3rd | +2 | +1 | +1 | +3 | Chameleon, +2 save against poison |
| 4th | +3 | +1 | +1 | +4 | Potent tonics, +3 save against poison |
| 5th | +3 | +1 | +1 | +4 | *Suggestion*, +4 save against poison |

work with poisons the barber uses that she didn't create, nor for others who might use a poison she creates.

*Suggestion* (Sp): At 5th level, a barber's guile and wordcraft is so strong she can ably coerce others. A barber of this level or higher may use the spell *suggestion* as a spell-like ability. She can use this ability a number of times per day equal to her Charisma modifier (at least once per day). If the barber touches the target when using this ability, the save DC increases by +2.

## CORSAIR

Those new to Al-Qadim often mistake corsairs for common pirates, but nothing could be farther from the truth. The corsairs of Al-Qadim are adventurers, traders, thieves, messengers, and explorers—and more than a few are pirates as well. Corsairs are freebooters who uphold honesty, honor, and bravery while plying their trades at sea.

The peoples of Al-Qadim and the surrounding lands hail the corsairs for their daring and ruthless efficiency, as well as their gallantry and hospitality. Their trademark, however, is their swordplay. Many master swordsmen come from the ranks of the corsairs of the Great Gulf and the Corsair Domains, where the use of twin scimitars is common.

Most corsairs were previously fighters or rangers, although the occasional bard finds the swashbuckling life to his liking. Bards who don't focus on their spellcasting ability occasionally become corsairs, but all other spellcasters avoid the class.

NPC corsairs can be found on the high seas or in nearly any port city. They sometimes join forces with adventurers who have goals in common with theirs.

### Class Features

All of the following are class features of the corsair prestige class.

#### CORSAIR REQUIREMENTS

To qualify to become a corsair, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Balance 4 ranks, Climb 4 ranks, Intimidate 6 ranks, Use Rope 4 ranks.

Feats: Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar).

HIT DIE D8

#### CORSAIR CLASS SKILLS

The corsair's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

#### CORSAIR ADVANCEMENT

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Skill bonus |
| 2nd | +2 | +0 | +3 | +0 | Evasion |
| 3rd | +3 | +1 | +3 | +1 | World traveler |
| 4th | +4 | +1 | +4 | +1 | Combat Expertise |
| 5th | +5 | +1 | +4 | +1 | Swells rider |
| 6th | +6 | +2 | +5 | +2 | Intrepid move |
| 7th | +7 | +2 | +5 | +2 | World traveler |
| 8th | +8 | +2 | +6 | +2 | Balanced blades |
| 9th | +9 | +3 | +6 | +3 | Roiling sea |
| 10th | +10 | +3 | +7 | +3 | Corsair retreat |

**Weapon and Armor Proficiency:** Corsairs gain no proficiency with any weapon or armor.

**Skill Bonus:** A corsair receives an insight bonus on all Profession (sailor), Swim, and Use Rope checks equal to his corsair level.

**Evasion (Ex):** At 2nd level, a corsair gains the evasion special ability. If he has evasion already, he gains improved evasion instead. Both abilities function exactly like the rogue abilities of the same names (see page 50 of the *Player's Handbook*).

**World Traveler:** Corsairs travel the world's seas and visit countless ports of call. As a result, they pick up bits of useful lingo from everyone they meet. At 3rd level, a corsair learns Aquan and one other language he doesn't already know as if he had put ranks into the Speak Language skill. If the corsair already knows how to speak Aquan, he still gains the other language.

At 7th level, the corsair learns two new languages as if he had put ranks in the Speak Language skill.

**Combat Expertise:** At 4th level, a corsair gains the Combat Expertise feat as a bonus feat, even if he doesn't meet its requirements.

**Swells Rider (Ex):** Beginning at 5th level, the corsair is so attuned with the way a ship moves that he may confidently move around aboard a ship, even during adverse conditions. When making a Balance, Climb, or Jump skill check while aboard a ship, the corsair may take 10 even if stress and distractions would normally prevent him from doing so.

**Intrepid Move (Ex):** Part weapon mastery, part daring, and part dirty fighting, this ability grants a 6th-level corsair a +1 competence bonus that he can apply to either offense or defense during combat. The corsair decides at the beginning of his turn during each round of combat whether he adds the bonus to his Armor Class or to his attack rolls, and he can change its allocation from round to round at will (he may only change its allocation once per round and only on his turn). For example, during the first round of combat, a 6th-level corsair may add a +1 competence bonus to his AC, and the next round, he may choose to have a +1 competence bonus on his attack roll instead.

**Balanced Blades (Ex):** Because of the dangerous life he leads, a corsair is well versed in using weapons with either hand. By 8th level, he may treat any one-handed weapon for which he has the Weapon Focus feat as a light weapon. The corsair cannot use this ability while wearing medium or heavy armor.

**Roiling Sea (Ex):** As they gain experience upon the high seas, corsairs begin to learn from the rhythm of the waves. Beginning at 9th level, they are able to emulate the subtle power of the seas, using leverage to deal additional damage. A corsair wielding a light weapon may use his Dexterity modifier to determine bonus damage, instead of Strength. A weapon wielded in an off-hand still gains only half the ability score modifier as a bonus to damage.

**Corsair Retreat (Ex):** Corsairs are notorious for their pursuit of vengeance. At 10th level, whenever a foe makes an attack of opportunity against the corsair for moving out of or through a threatened square and misses, the corsair may immediately make an attack of opportunity against his attacker. The corsair's attack of opportunity counts against the number of such attacks the corsair may make in a round. If he has Combat Reflexes, he may make multiple such counterattacks, but only one per opportunity.

## HOLY SLAYER

Holy slayers are feared throughout the lands of Al-Qadim. These fanatical assassins band together in various brotherhoods, each with its own symbols and purposes based on religious zealotry. Each cult of holy slayers professes to wage war for its own particular faith through the

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assassination of its enemies. Holy slayer brotherhoods cultivate a mystique of fear to ensure that the masses take no action against their members, as well as to enforce obedience in their own ranks.

These highly trained and disciplined killers are absolutely fearless, and they accept orders from superiors without hesitation. Duty to their cause and belief in their faith override all other concerns, including concern for their own lives. Each brotherhood embraces a particular one-handed weapon as its weapon of choice, which acts as a symbol for the order.

At the head of each holy slayer brotherhood is a Grandfather of Assassins, who commands his order of trained killers with ruthless efficiency. Grandfathers are accorded enormous respect, having earned their positions through the blood of both enemies and comrades.

Because of the secretive nature of their work, holy slayers become masters of disguise. Such forms of trickery allow them to come close to an assigned target without rousing suspicion, and also to meld into a crowd once they accomplish a mission.

Rogues and bards are the most common candidates for this prestige class, since the required skills come easily to them. Fighters are also common in the brotherhoods, and the occasional paladin or monk finds the prestige class to her liking, since it emphasizes unquestioning faith, discipline, and loyalty.

NPC holy slayers are most often encountered in the performance of their duties. Occasionally, a disguised holy slayer might join a group of adventurers in order to gain access to an area his target frequents. The fruit vendor who suddenly kills a beloved emir and then disappears into the city is probably a holy slayer.

## Class Features

All of the following are class features of the holy slayer prestige class.

### HOLY SLAYER REQUIREMENTS

To qualify to become a holy slayer, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +4.

Skills: Disguise 2 ranks, Hide 2 ranks, Intimidate 8 ranks, Knowledge (religion) 2 ranks, Move Silently 2 ranks.

Feat: Weapon Focus (weapon of choice for the slayer brotherhood, which is always a one-handed weapon).

HIT DIE D8

### HOLY SLAYER CLASS SKILLS

The holy slayer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Sleight of Hand (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

### HOLY SLAYER ADVANCEMENT

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Poison use, skill bonus |
| 2nd | +1 | +0 | +0 | +3 | Weapon Specialization |
| 3rd | +2 | +1 | +1 | +3 | Faithful resolve |
| 4th | +3 | +1 | +1 | +4 | Sneak attack +1d6 |
| 5th | +3 | +1 | +1 | +4 | Smite infidel 1/day |
| 6th | +4 | +2 | +2 | +5 | Sneak attack +2d6 |
| 7th | +5 | +2 | +2 | +5 | Unshakable pillar |
| 8th | +6 | +2 | +2 | +6 | Sneak attack +3d6 |
| 9th | +6 | +3 | +3 | +6 | Smite infidel 2/day |
| 10th | +7 | +3 | +3 | +7 | Sneak attack +4d6, guided doom |

**Weapon and Armor Proficiency:** Holy slayers are proficient with all simple and martial weapons and with light and medium armor, but not with shields.

**Poison Use:** A holy slayer's training includes the use of poison. She never risks accidentally poisoning herself when applying poison to a blade.

**Skill Bonus:** A holy slayer receives an insight bonus on all Bluff, Disguise, and Intimidate checks equal to her holy slayer level.

**Weapon Specialization:** At 2nd level, a holy slayer gains Weapon Specialization with the signature weapon of her order as a bonus feat, if she does not already have it. If she also has it, she may gain Weapon Specialization with another weapon for which she already has the Weapon Focus feat.

**Faithful Resolve (Su):** At 3rd level, a holy slayer gains a +4 bonus on all saves against fear effects.

**Sneak Attack (Ex):** This ability functions exactly like the rogue ability of the same name, as described in the *Player's Handbook*. At 4th level, the holy slayer deals +1d6 points of damage with a sneak attack. The extra damage dealt increases by an additional +1d6 every even level thereafter. If the holy slayer already has the sneak attack ability from another class, the damage bonuses stack.

**Smite Infidel (Su):** Beginning at 5th level, a holy slayer may make smite attacks against a person or group designated by her order's Grandfather of Assassins. In order to use this ability, the holy slayer must personally visit her Grandfather of Assassins, who then assigns her the individual or group she may smite. The holy slayer may then smite that group until her Grandfather of Assassins assigns a new group to her.

The holy slayer may smite once per day at 5th level, and at 9th level she may smite twice per day. She adds her Wisdom bonus (if any) to her attack roll and deals 1 extra point of damage per holy slayer level. For example, a 5th level holy slayer would deal +5 points of damage with a successful smite attack. If the holy slayer accidentally smites a creature that is not of the group designated by her Grandfather of Assassins, the smite has no effect, but the ability is still used up for that day.

Note that a paladin/holy slayer can both smite evil and smite infidel in the same day, potentially against the same target. She may also perform a smite with a sneak attack, provided that the prerequisites for both types of attacks are met.

**Unshakable Pillar (Su):** Beginning at 7th level, a holy slayer's soul is so grounded in her faith that she becomes immune to fear effects.

**Guided Doom (Ex):** By 10th level, the holy slayer has learned to allow Fate to guide her hand, causing devastating blows with her sneak attacks. An opponent damaged by one of her sneak attacks also takes 2 points of Constitution damage.

## MAMLUK

The mamluk of Al-Qadim is a rare mix of warrior and scholar. Trained from childhood as an educated, fanatical warrior, the mamluk is without peer on the battlefield. Mamluk legions are as fierce as any fighting force and as disciplined as any army.

Each mamluk bears facial tattoos that indicate the legion to which he belongs. These simple tattoos also denote his rank within the legion. Each mamluk legion sports different patterns for rank, but all are recognizable to any mamluk.

Mamluks are fanatically loyal to others in their legions, and they readily take orders from any higher-ranking member. Rank is the final arbiter in all disputes of authority within a legion. Any mamluk may give orders to another of lower rank in the same legion and expect those orders to be

carried out, unless they are countermanded by a mamluk who is superior to both.

Fighters gain the most from taking this class, although many mamluks are also paladins and rangers. A small but growing number of monks have joined the ranks of mamluks, drawn by the strict discipline and rigid codes of the order. Their refusal to wear armor or shields earns them a measure of respect from those who otherwise would mock them. Other classes have little to gain from the class, and find its requirements difficult to achieve.

NPC mamluks can be found in isolated desert oases, training and drilling, in cities, or in armies on the march.

## Class Features

All of the following are class features of the mamluk prestige class.

**Weapon and Armor Proficiency:** Mamluks are proficient with all simple and martial weapons, as well as with light, medium, and heavy armor and with shields of all types.

**Hardened (Ex):** Mamluks train in the harshest desert environments. At 1st level, a mamluk can ignore the -4 penalty to resist the effects of heat while wearing medium or light armor. When wearing no armor, a mamluk gains a +4 bonus on saves made to resist the effects of heat.

Due to their constant training, mamluks can move at their full speed when wearing medium armor.

**Authority:** A mamluk gains a bonus equal to +1 per mamluk level on all Charisma-based skill checks made against mamluks of lower rank.

**Endurance (Ex):** At 3rd level, a mamluk gains Endurance as a bonus feat.

**Rally (Ex):** Also at 3rd level, a mamluk learns to fight beside his brothers with ferocious tenacity. When fighting within 10 feet of at least one other mamluk, he gains a +1 morale bonus on his attack rolls, damage rolls, and saving throws against mind-affecting effects. This bonus increases to +2 at 6th level and +3 at 9th level.

**Iron Focus (Ex):** Mamluk training cultivates fanatical loyalty. A mamluk of 4th level or higher gains a +4 morale bonus on all saves against fear effects.

**Toughness (Ex):** At 5th level, a mamluk gains Toughness as a bonus feat.

**Zealot (Ex):** The mamluk's intense training grants him powerful resistances to certain effects. A 6th-level mamluk gains a +2 bonus on all saves against mind-affecting, sleep, paralysis, stunning, and death effects.

**War-Hardened (Ex):** When a mamluk reaches 7th level, his single-minded drive allows him to complete the most difficult training imaginable. At that point, he can move at his normal speed even in heavy armor.

**Diehard (Ex):** At 8th level, a mamluk gains Diehard as a bonus feat.

**Desert Survivor (Ex):** The intense survival training of the mamluks allows them to ignore the desert's harshest effects. Beginning at 9th level, a mamluk is immune to the nonlethal damage dealt by hot environments (see the *Dungeon Master's Guide*, page 303). In addition, whenever the mamluk makes a Fortitude save for which he gains the bonus granted from the Endurance feat, he does not automatically fail on a natural 1 (he might still fail the save if his saving throw bonus isn't high enough to meet or exceed the DC).

**Fanaticism (Su):** Due to the fanatical mind of a 10th-level mamluk, he is able to shrug off the effects of some wounds. Because of this, he gains damage reduction 2/—.

### MAMLUK REQUIREMENTS

To qualify to become a mamluk, a character must fulfill all the following criteria.

**Alignment:** Any lawful.
**Base Attack Bonus:** +5.
**Base Fortitude Saving Throw:** +4.
**Skills:** Knowledge (history) 4 ranks, Survival 4 ranks.
**Feats:** Great Fortitude, Toughness.

HIT DIE d12

### MAMLUK CLASS SKILLS

The mamluk's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### MAMLUK ADVANCEMENT

| Level | Base Attack | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Hardened |
| 2nd | +2 | +3 | +0 | +0 | Authority |
| 3rd | +3 | +3 | +1 | +1 | Endurance, rally +1 |
| 4th | +4 | +4 | +1 | +1 | Iron focus |
| 5th | +5 | +4 | +1 | +1 | Toughness |
| 6th | +6 | +5 | +2 | +2 | Zealot, rally +2 |
| 7th | +7 | +5 | +2 | +2 | War-hardened |
| 8th | +8 | +6 | +2 | +2 | Diehard |
| 9th | +9 | +6 | +3 | +3 | Desert survivor, rally +3 |
| 10th | +10 | +7 | +3 | +3 | Fanaticism |

Dungeoncraft

# CHARACTERIZATION, PART 2
# ONE DM, ONE MILLION CHARACTERS

by Monte Cook

Last month, our look at characterization explained that interesting and memorable nonplayer characters have great influence on the quality of a campaign. While you can have a decent game without them, you can't have an excellent game without at least a few unforgettable NPCs, whether they are foes or allies of the player characters.

This is particularly important for DMs looking to do more in their game than bashing down doors and killing monsters. No one's going to want to spend much time in roleplaying encounters if all the NPCs are boring, or they all seem the same. While all methods of play are equal, DMs wishing to delve deeper into roleplaying and believable story creation might appreciate some suggestions for populating their games with remarkable and intriguing figures. Further, making even the sideline characters more than just forgettable cutouts adds a lot of depth to a campaign.

## PLAYING A MILLION PARTS

Perhaps one of the biggest pitfalls in running NPCs is that they all start to come across as simply extensions of the DM. If all the NPCs seem to know much more than the PCs, if they can all do more interesting things than the PCs, or if they always come across as cooler and more together than the PCs ever could, that's bad. Likewise, if they all seem to know nothing of value and can't do anything for themselves, that's also bad. If all the people in the campaign world seem to share a single mindset and similar points of view, that's a sign that the DM is simply trying to say something rather than creating a believable world. That's also a problem.

Anytime your players get confused because all the NPCs seem the same, or they begin to be able to predict what the NPCs will do or say based on their knowledge of you (or of having interacted with your NPCs before), that's a real warning sign.

Don't be afraid to make NPCs who are both ignorant and knowledgeable. Some NPCs are helpful, some might refuse to give aid, and some might be deviously interested in working against the PCs. Some are brave, some are cowardly, but everyone's different.

If an NPC is foolish or stupid, he might fall for the PCs' trick. That doesn't mean that the PCs got one over on you—you aren't the NPCs. They're just people in your world. Allowing the PCs to outsmart characters with a lower intelligence allows you to make the intelligent NPCs seem all the smarter.

## ASSIGNING TRAITS

When creating an NPC, DMs should consider giving him or her two distinctive traits. This isn't to say, of course, that the NPC only has two traits, for characters are made up of hundreds, if not thousands, of definable traits. You want to stress two traits in a single encounter to make the NPC memorable and to distinguish her from other NPCs.

Part one of this article series focused mainly on physical traits and speech patterns. This installment dwells on personality-related traits, such as goals, motivation, fears, likes and dislikes, and so forth. First, however, it is important to understand mannerisms, which are usually physical expressions of personality traits.

### MANNERISMS

Like speech, mannerisms come across only when the PCs actually interact with an NPC. A distinctive mannerism can be as overt as constantly flipping a coin or as simple as a winning smile. Mannerisms are often nervous habits, like chewing on one's nails or long hair, tapping one's foot, or fiddling with objects. They can be indirect expressions of an uneasiness the character's not even aware of (such as shaky hands) or a direct expression of a tangible fear (like darting eyes

### 20 MANNERISMS

Consider using these one-time mannerisms when portraying a character:

1. Eating
2. Busy reading something
3. Distracted by buzzing insects
4. Waiting for (and far more interested in) someone else
5. Looking for something lost
6. Still laughing about something funny that happened a few minutes before
7. Feeling ill
8. Cleaning
9. Smoking or chewing tobacco
10. In a hurry to get somewhere
11. Angry about something that just happened
12. Happy regarding a recent success or celebration
13. Busy with a number of errands or tasks
14. Confused, either about what the PCs want or something unrelated
15. Envious of something the PCs have or can do
16. Feeling sleepy
17. Minding an unruly animal
18. Adjusting clothing
19. Out of breath
20. Fiddling with something

that watch for enemies to appear at any moment). They can also be expressions of other things going on in a character's head. A vain character might primp, a bored character might yawn or become distracted, and a character trying to pull one over on someone might be working hard to hide a smile. A character's mannerisms can be the result of his nature—flirtatious, irritable, crude, and so on.

Some mannerisms aren't long-term traits but simply reactions to something going on. When the PCs stop a person on the street, that person was going somewhere. NPCs don't wait around for the PCs' attention to suddenly "activate" them—they're people with their own tasks to accomplish. A merchant might be taking inventory or helping another customer. A town guard has to watch for pickpockets even as he speaks with the PCs. A person on the street could have a child to look after. Sometimes, these are just moods that a character is feeling at the moment. A mood is simply an easily defined trait that can change from encounter to encounter.

Even one-time mannerisms can tell the players something about an NPC. Someone more preoccupied with eating an apple than talking to the PCs doesn't care about them. Someone who allows flies to buzz and crawl on him without noticing is used to unsavory conditions.

## GOALS

Everyone wants something. All important NPCs in the campaign should have goals that motivate them. While some might have lofty goals like "take over the kingdom," others possess simpler goals such as "live a nice, peaceful life." Most have goals someplace in between. These goals are something specific on a smaller scale: expanding one's business, having children, winning the heart of an attractive neighbor, traveling beyond the borders of the kingdom, and so on.

Some people are driven by their goals and focus all their energies toward them. A political activist might devote himself to the cause of seeing the rightful heir ascend to the throne. A paladin would dedicate himself to protecting innocents. A wizard might strive to learn more magical secrets.

For others, goals are just simply something they'd like to see come to pass. An elf matron might like to see the goblins that murdered her son brought to justice, but she's not out cutting a bloody swath through goblin dens. A shopkeeper would like to live in a world where he doesn't have to deal with invisible thieves, but he's not campaigning for outlawing magic in the city. Such people might support others who champion goals similar to theirs, or they might just look favorably upon them (and unfavorably on those who would oppose their goals).

Sometimes, a character has a goal that he has no power to act upon. A sailor's lover might desire beyond all else to see his love return to him safely, or a farmer might want to see a drought come to an end. Even though these goals don't actually direct action, they do frame a character's mindset.

## FEARS

Unlike goals, not everyone has fears—at least not ones so prominent that they qualify as one of an NPC's traits. Still, fears are interesting because they can be viewed as the opposite of goals. These are things that the character does not want to see come to pass. Fear of the evil sorcerer on the mountain raising an army of undead, fear of being robbed (perhaps because the character's carrying more valuables than normal), or a fear of a rival putting poison in food or drink are all defining traits.

Fears can also be more general, like a fear of heights or a fear of dragons (while everyone's afraid of dragons, an NPC could have an even greater fear of them after a traumatic encounter). General fears might be irrational—a fear of spiders or the dark, for example. Of course, in a fantasy world and in the right context (a woodland full of monstrous spiders or a graveyard haunted by shadows), the irrational fear might not be irrational at all.

It's easy for strong fears to make a character appear insane. Be careful how far you take a character's fear and how much the character shows that fear. A character who fears the sea and deep waters can still be rational. He might avoid getting aboard ships, or he might act uncomfortable while on a pier. If that character is also afraid of a glass of water, he's a lunatic.

In general, fears should be used for character development purposes only, but if you desire, you can

apply game significance to them as well. A character terribly afraid of enclosed places who is locked within a tiny cell might have to make a Will saving throw (DC 10 + 1 for each day that passes) each day to avoid going mad.

## LIKES AND DISLIKES

These are traits that everyone has. An NPC might enjoy fine clothes, even if he cannot afford them. Another hates men. These traits can be useful to the PCs as bargaining or leverage points to get what they want. If they know that the old priest really likes strong ale, they can bring him some of the best to help win him over. If the PCs know he hates the clerics of a rival temple, they can offer to drive the rival's followers away. Sometimes, it's good to know what an important NPC dislikes just so the topic can be avoided, or what she likes so the PCs know what to do or say. Knowing that the mother superior of an important order hates it when anyone mentions her club foot and prefers to be addressed with all due respect and formality can help in negotiations.

Generally, if you select a like or dislike as one of the NPC's two traits, they're going to be strong likes or dislikes, such as a dwarf who hates hobgoblins because they killed his family. That said, a significant like or dislike might only be important in the context of the situation. A dislike for alcohol isn't that notable, but it might be for someone encountered in a tavern, and it definitely would be for a bartender.

## MEMORABLE QUOTES

Consider determining something interesting for the NPC to say, perhaps as one of the NPC's traits, or—even better—in addition to them. An interesting, unforgettable quote from an NPC can become one of those things that the players remember for a long time. A funny quote is one they'll repeat among themselves even after the campaign's over.

You can occasionally let these things happen naturally. If you've got the NPC's personality and motivation defined to a point that you really understand what he or she will say in a given situation, the character-defining quotes just come out. Often, though, you'll want to write ideas down ahead of time. Sometimes, the quote won't be memorable when you write it, it will just be a helpful way of nailing down the NPC's outlook. Under the halfling fighter's stats and notes, you might write, "Don't mess with me just because I'm small." This might be something the character actually says when given the opportunity, or it might merely help you remember his attitude.

You can also come up with quotes that characters will actually use before a game. While you don't know everything that will happen or what the PCs will do or say ahead of time, some things require no special clairvoyance. You can note that when the PCs come into the back room of the temple where the evil priest is, he'll say, "By the Nine Hells, what are you doing here?" When the PCs attack the dragon, it can say, "Are you little people desperate or simply stupid?" A street beggar that the PCs accost for information might tell them, "Information's like anything—you get what you pay for." Any and all of these quotes can be developed ahead of time, because they are keyed around the NPC's central purpose for being "on stage" in the first place.

Sometimes, an NPC adopts a quote as something he or she says over and over again. This is a catchphrase. A heroic adventurer might say "Alright, now this is a fight!" every time she goes into battle. A dwarven cleric might say "By Moradin's beard!" whenever he's surprised. Tying into the suggestions for altering speech patterns mentioned in part one of this article series, a catchphrase can become a part of an NPC's manner of talking along with his accent or voice characterization. This doesn't have to be a full phrase. It could be just part of one or even a single word. Derik the monk is always quoting the Holy Mother. "The Holy Mother would not want me to do that," or, "The Holy Mother hates to see food go to waste." Larana the rogue might overuse the word "devastating." "That battle was devastating," she'll say. "The warrior's devastating magic sword really turned the tide."

## ACTIONS SPEAK LOUDER THAN WORDS

Similar to the way you can prepare quotes ahead of time, you can preplan actions for an NPC that help define his or her character. A paladin who spends the first round of any combat on one knee praying is certainly going to be memorable. A rogue who insists on being the last to walk into a dangerous situation and is always the first to run in the face of opposition is also going to be remembered.

### TWO TRAITS?

The "every NPC should have two traits" rule is really just a starting point. It applies to every NPC, even the guy in the tavern that the PCs talk to for just a few minutes or the shopkeeper in the store. Really important NPCs should have more than two.

You need to determine ahead of time how important an NPC will be in the campaign. In this context, "important" is a measure of how frequently the PCs are going to interact with him or her. Thus, a villain the PCs meet (and defeat) once is less important than the waitress at the tavern they speak with after every adventure.

Of course, you might not always know ahead of time when an NPC will be a recurring one. Sometimes the players decide to revisit someone again and again, particularly if the first encounter with that NPC was helpful or entertaining. In such a case, you'll have to develop the NPC as time progresses. The players won't notice, because the new traits you give the NPC will just seem like aspects of him or her that they had not yet found out about. "Del, I didn't even know you had a daughter. She's missing? That's terrible. . . ."

Some predetermined actions are minor, like hiding a dagger in one's boot, always calling out to the target of one's bowshots with a boast, or always dousing one's food in salt. These can still be intriguing traits. They usually relate to the personality of the NPC, showing a goal, a fear, a like, or a dislike.

Generally, only actions that deviate from the norm get noticed. A fighter who swings his sword shows no one anything new. A wizard who likes to pick up a sword and run into a melee can be remarkable, however. The exceptions to this rule are character actions that are expected, but taken to the next level, such as a rogue so treasure-hungry that he'll steal from his friends or a wizard who casts spells with wild flamboyance.

A wizard who likes to pick up a sword and run into melee can be remarkable.

### TRAITS VERSUS PERSONALITY

Of course, traits don't fully define a character. They're hooks to hang your portrayal and description of an NPC upon. For extremely important characters that will see a lot of time in the company of the PCs, you'll want to spend more preparation time working on the full personality of the NPC.

Keep in mind, however, that just as no battle plan survives contact with the enemy, no prepared personality ever survives actual interaction in the game world. In other words, NPC personalities develop as you take on their role and actually have them talk to the PCs and deal with situations in the game world. You can't predict every action or reaction, so sometimes a general listing of traits is a good starting point for you to play the role of the NPC. Take notes as the personality develops further. Soon, you'll have created an NPC the players will always remember.

Next Installment: Part three of our look at characterization details how the context of the world, other NPCs, and the PCs themselves can help develop the personality of an NPC.

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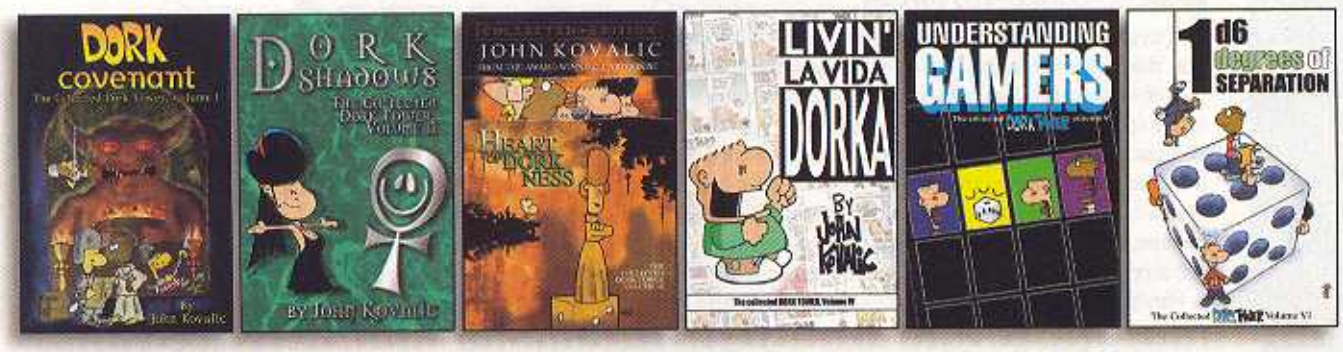


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DM's Toolbox

# DEFINING IRONY IN D&D ISN'T IT IRONIC?

by Johnn Four

Defining irony is as difficult as trying to describe a painting—you need to experience it to fully grasp it. At its core, irony is a situation where the perception is different from the truth, often in a humorous or twisted way. It's an incongruity between expectations and outcomes with a little pain or poignancy thrown in.

Irony has many in-game benefits, whether it's intentionally wielded or a fortunate accident. It often evokes emotion, which can make sessions entertaining. Irony can cast a humorous or tragic light on a turn of events, and since you have full control over this, irony becomes a powerful storytelling tool. You can also use irony to do such things as increase drama or comedy levels, add a bitter tang or heighten the hilarity of an encounter, and either deepen conflicts or ease their sting. It's key to get a feel for what irony is so you can plan for it or notice opportunities as they arise. Like any tool, it's important to learn how to employ it to achieve the effect you desire.

## TYPES OF IRONY

A variety of ironic situations can stem from the interaction between players, their characters, and the DM. What causes these situations and how to create or prevent them is a skill important to any DM.

### PLAYER-CHARACTER IRONY

This type of irony occurs when players have information their characters do not, commonly referred to as out-of-character versus in-character information. In literary terms, this is known as dramatic irony where the audience or reader is privy to information denied to the characters on the stage or page. While it's true that abuse of player information is the bane of many campaigns, it's also an irony type with huge potential for creating compelling, satisfying game moments.

Player-character irony also occurs when the PCs are saying one thing but doing the exact opposite without realizing it. A classic example is when the characters agree to stay together and follow a plan but then separate and tangle each other up as soon as initiative is rolled.

For example: The sign above the portal reads, "One at a time, thy fate hangs in the balance." The DM asks, "Ok, you've all agreed to enter, single file, unless there is any indication entering would be a mistake, right?" After all the players nod the DM continues, "Make a Balance check Throndar. After entering you are teleported onto a narrow beam suspended above what looks to be a pit of starving ankhegs. The portal is one way. No sound or light gets through from Throndar's side, and so there are no indications entry would be a mistake." The whole group groans in dismay, and while the characters walk blithely through, the players' stomachs are full of butterflies as they reach for their d20s.

### Spotting Player-Character Irony

While DMing, try to visualize the characters in their present surroundings. Empathize with what they're experiencing and the conflicts they're facing. Compare that vision with what the players know about the rules, the game, your methods and style, and each other's methods and styles, and look for any possibilities where the players have knowledge their PCs don't. Listen to what the characters are saying and what they are doing, and note any discrepancies. Be quick to celebrate any ironies with the group and congratulate distinctions made between player and character knowledge, especially when it leads characters into adverse situations their players could have avoided.

### Creating Player-Character Irony

Look for opportunities to reveal challenges or danger to the players before their characters learn the details. Some examples are:

- Separate the PCs but let all the players stay in the room.
- Transmit a secret intended for one player but let all players in on it.
- Use monsters that are well known to the group but new to the PCs.

- Employ spells that are known to the players but unfamiliar to the characters.
- Introduce NPCs whose classes and abilities are strange to the party but recognized by the group.

Once an irony has been spotted or triggered, decide how you want to slant it (dramatic or humorous, tragic or sublime), and then point it out to the players. Not only does this add emotional impact to the current situation, it also subtly enforces and rewards keeping player knowledge separate from character knowledge.

## CHARACTER-PLAYER IRONY

When the PCs have information the players do not, you have character-player irony. You should often avoid this type of irony, as it can be a major cause of group conflict. In most cases, it's brought about by the DM forgetting or neglecting to inform the players of something important their characters would know or perceive. You know you've botched it if the players exclaim, "If I'd known that from the beginning, I'd have done it differently!" You can prevent character-player irony by fully disclosing all knowledge the PCs have that the players might not, or by providing fair opportunity to glean important information through skill checks and player-controlled character actions.

For example: The characters are negotiating with a tribe of lizardfolk and one of the PCs casts *detect magic*. The creatures hiss in rage and draw their weapons to attack.

"What did you cast that spell for?" demands one player.

"Hey, I didn't know they hated magic."

"We learned that last week dude, just after you had to leave early," pipes up another.

The rest of the battle is tainted by group tension and no one has much fun. This ironic situation could have been avoided if the DM had warned the player directly, or given the PC a chance to remember with a dice roll, such as an Intelligence check or a Knowledge (local) check.

> When something ironic has happened, have a good laugh over it, and don't take things personally.

### Spotting Character-Player Irony

Think one or more steps ahead in terms of game play, much like you would do in a chess match. Will the players need any information the characters might already possess? After all, the PCs live in their world and have more knowledge than you could possibly provide the players. In the current moment of the game, note if the players are making any false assumptions because of missing information they should have. Perhaps a player went to the fridge at the wrong time or missed a session. Maybe you described something ambiguously without realizing it, but if the players were actually present in the game world, there would be no misunderstanding.

## DM-PLAYER AND DM-CHARACTER IRONY

As overseers of the game, DMs have the benefit of the big picture view, which is a perfect set-up for irony as the players are always working with less information than the DM. This type of irony occurs when the players make a decision or take an action, and the opposite of the intended effect happens. DM irony is frequent and should be revealed with discretion to avoid hurt feelings or giving away important campaign secrets. Some examples of this could be:

- The players have defeated the dungeon villain but inexplicably leave without searching for secret doors, thus leaving the last room—and the best treasure—undiscovered.
- The druid casts *entangle* but accidentally hits half his party with it.
- The party beats down a beggar who is actually a prince in disguise.
- The group reasons that the DM would never supply a reward without strings attached, so they spend an hour investigating the surprise treasure pile that was intended to be a reward for a previous, hard-fought battle.
- After three intense encounters, it seems the party cannot bypass the guardian. If they would cast *detect magic* on the "pile of junk" two rooms back, they'd find the key to victory.

### Spotting DM-Player and DM-Character Irony

Avoid taking yourself and the game too seriously. The classic DM irony is when the players take an unexpected direction, possibly ruining your plans in the process. When this happens, shrug it off, and focus on Plan B. It's likely the players will make the wrong decisions or have things go awry quite often. Note the moments that you think would provide the group with a good laugh or learn a lesson from and share them later on.

### Creating DM-Player and DM-Character Irony

Try not to force the players into making the wrong decisions or skewing results to create an opposite, ironic outcome. Instead, use in-game devices, such as NPCs, magic items, disguises, and magic effects, to guide situations to an ironic conclusion. For example, a bald rogue named Curly is the PCs' contact within the thieves' guild. They report to him about information gleaned from their noble informant, a foppish duelist named Lawrence. All the while, their merchant friend Mobius is encouraging them to double-cross both the nobles and thieves. Unfortunately for the players, all three NPCs are the same man in disguise who's using them for his own ends.

### PLAYER-DM IRONY

When the players know something about what's happening in the game and the DM doesn't, it's player-DM irony. This kind of irony also occurs when the DM's plans wind up having the opposite of the intended effect. Many DMs dislike this type of irony as they might find it threatening or frustrating. It's important to recognize when something ironic has happened and to have a good laugh over it and not take things personally. There's another type of player-DM irony—one that should be avoided at all costs. If a player knows game secrets when he shouldn't, he must let his DM know. This can happen if the session involves material the player is already familiar with, such as having already read an adventure module or relevant article, or if the player peeks at the map. Some examples of player-DM irony are:

- Just before the battle begins the DM steps out for a quick break. When he returns, he discovers the players have devised a plan and won't tell him what it is.
- The DM forgets about a foe's special ability, but the players haven't, and they're hoping he'll not remember for the whole encounter!
- The new villain the DM has planned to have reappear over the course of the next several adventures is killed by two critical hits in the first round.

#### Spotting Player-DM Irony

A DM often knows when the players are operating with information he's not aware of. Spotting a mistake on your part, however, might not become apparent until it's too late to fix. While DMing, pace yourself and get player assistance with bookkeeping and other tasks whenever possible so you can better focus on the important details. If the players hesitate or seem confused when you're managing monsters, NPCs, or game rulings, it can be a sign you could be making an error. Pause for a moment to reflect, or simply ask the group if you're missing something.

#### Creating Player-DM Irony

Some groups enjoy this type of irony and often encourage player-only planning. Next time a party strategy discussion erupts, excuse yourself from the table to do some planning of your own.

## USING IRONY

Both DMs and players can make use of a wide variety of ironic situations, both in and out of the game. How and when irony is used can greatly affect the poignance and memorability of a game.

### IRONIC PARLEY

In-character conversation is irony's natural element. Whether the characters are chatting with each other or nonplayer characters, they can create irony by saying one thing but meaning something else. For example, after a foe has landed a critical hit and two other blows in a single round, the party's fighter grimly smiles and says, "By Odin's hammer, that was naught but a scratch. I thought you were supposed to be a formidable opponent!"

NPCs are a perfect mechanism for delivering pithy one-liners to lighten the mood, goad the player characters, or display a little personality and style. For example, as the party dashes through a cavern of falling lava, burning cinders, and choking gas, the druid NPC declares, "Lovely day out!"

You can also employ ironic NPC parley to provide clues and cautions by making a critical comment that casts a situation in a new light or changes the perspective on it. For example, the party's patron might say, "So, your plan is to make a direct assault on the ancient dragon in its lair while fending off the creature's undead guardians and avoiding its cunning traps? Hmm, that's interesting. Well, at least you're leaving immediately and not suffering any pesky delays such as a healing visit to Pelor's church."

Avoid confusing irony with sarcasm. Irony is about contrast and hidden meanings while sarcasm is a direct remark that's meant to wound or offend. "Assaulting the dragon in its lair—how clever!" would be sarcastic, offensive, and possibly close the players' minds to your intended advice. "Assaulting the dragon in its lair—best learn to duck then" would be a better, ironic warning.

Verbal irony has the effect of distancing oneself from a situation. It's a way of commenting or venturing a suggestion without being vulnerable. For this reason, ironic banter can draw quiet and shy players out of their shells, although parley hurtful to others should be discouraged.

### RULES IRONY

Wielding the game rules for ironic effect is a great method for adding drama and tension. For example, a PC has 5 hit points left. The DM rolls the monster's attack and yells, "Its swing connects, get ready for some damage!" As the DM shakes his 8-sider and tosses it down the table, the group leans forward in tense anticipation while the character's player hides his eyes and moans, "Am I dead? Am I dead?" The irony lies in that the character has no idea how many hit points he has left or that the DM is rolling a d8 for damage—but the player does.

Use rules irony to enhance rivalries and competition as well. For example, after a long battle, the foe manages to escape. The players are disappointed, but that soon changes to dismay then anger at their opponent when you reveal he only had 1 hit point left.

Game rules can also create an ironic situation between players and their characters. For example, in a previous encounter, the PCs used all of their fire-based abilities and spells. The upcoming encounter

was going to be a fight with a hydra, but instead the DM switches it to a cryohydra, which is now all the more threatening.

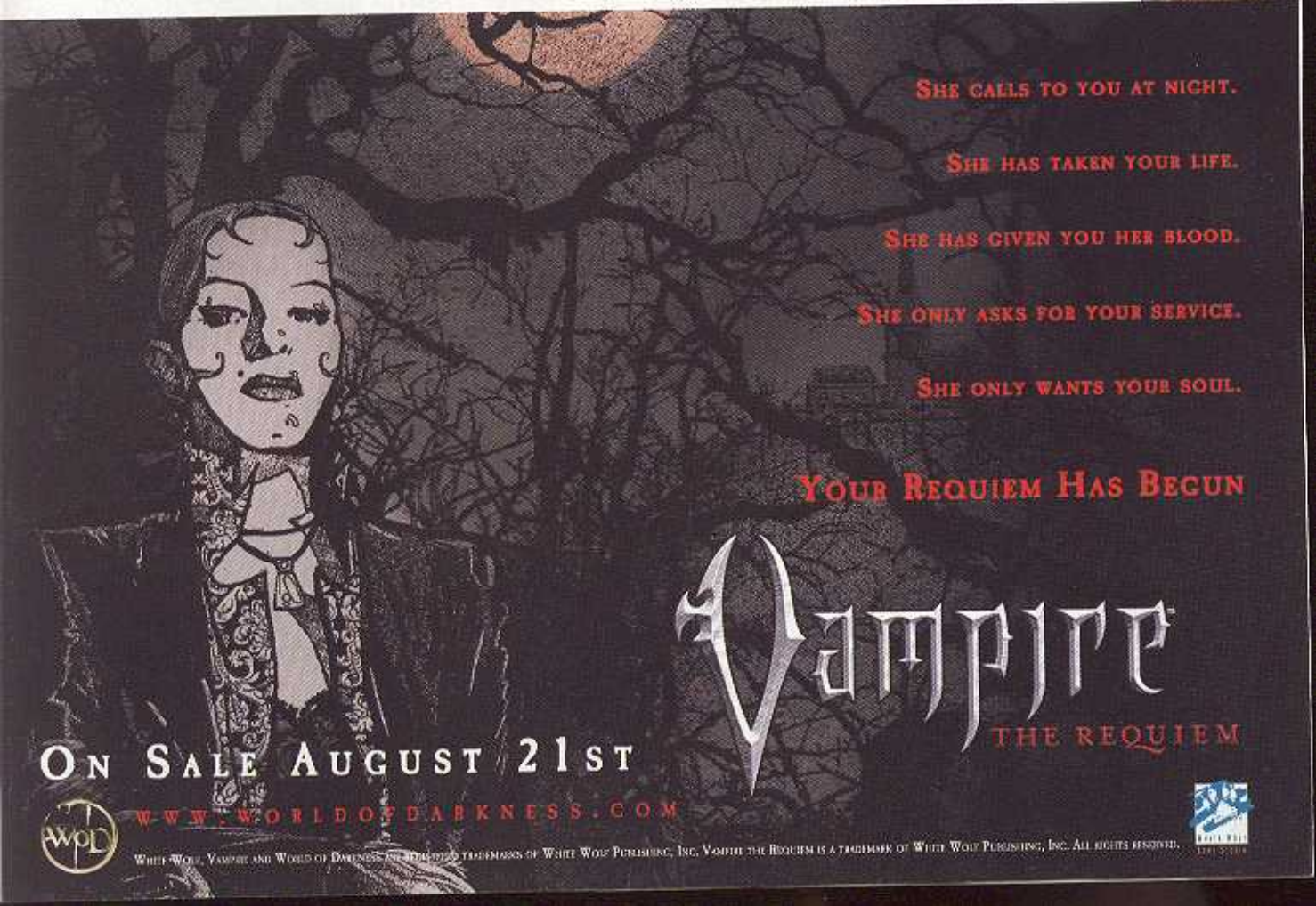
## ENCOUNTER IRONY

Drama or bittersweet humor is created during encounters when a character's actions end up achieving the exact opposite of what was desired. Whenever you have the opportunity to slant things toward an ironic effect without prejudice or undue penalty, go for it. The added emotion will spice up the situation.

Feel free to skew NPC actions and fudge their rolls to achieve irony as well. Unless the players think you're being unfair, they will enjoy the villain's plight, the ally's bumbling, or the stranger's gaffe. Some ironic examples might be:

- An NPC trash-talks the player characters to another NPC and doesn't realize the PCs are standing behind him.
- Foes commit the same mistakes the PCs do in an obvious fashion.
- Harpies killed a player's previous character, so the DM sets up the first encounter for the new PC to be against harpies as well.
- It's the creature's turn to attack, and the party is on its last legs. The DM rolls behind his screen and yells, "Wow, what a roll!" The group groans, believing they're doomed until the DM lifts his screen to reveal a 1.
- After the PCs perform several successful Bluff checks, you suddenly remember the NPC cast *discern lies*. You chuckle to yourself and start creating an explanation for why the spell failed.
- The group has a good laugh when the DM points out that the tough-talking warrior PC is always the first to run for cover.
- The gesture for peace and parley for gnolls is to throw a weapon at the other party's feet. Mistaking this for a botched attack, the PCs wade in with weapons swinging.

Irony can occur at the game table on many levels. It's a valuable DM tool for increasing drama, relieving tension, and encouraging roleplaying. During the game, look for opportunities to insert a clever comment in-character, slant things to become ironic, or point out and celebrate unintentionally ironic situations. Any time there's a discrepancy in information or effect, there's a potential for irony. D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Sage Advice

# WEAPONS, SKILLS, SPELLS, AND COMBAT OFFICIAL ANSWERS

by Skip Williams

This month, the Sage answers questions on a variety of subjects. Send your questions to sageadvice@paizo.com.

**According to "Sage Advice" in issue #316, if I buy a *+2 cold iron longsword*, it costs 10,330 gp (30 gp + 300 gp + 8,000 gp + 2,000 gp), and a *+1 cold iron longsword* costs 4,330 gp (30 gp + 300 gp + 2,000 gp + 2,000 gp). Now, if I have someone upgrade the second sword to make it match the first, it costs 8,000 gp more (6,000 gp + 2,000 gp), bringing its total value to 12,330 gp (4,330 gp + 8,000 gp). It's the same product, but with two different market values.**

When setting the market value for any magic cold iron weapon, use the most efficient creation method. The two example swords have the same market value of 10,330 gp, but the second sword costs an extra 2,000 gp to make and the seller realizes that much less profit. One cannot simply pass along the cost of inefficient manufacturing to customers (even through in the real world it sometimes seems that way).

**Is it possible to make slashing attacks with a rapier, perhaps at some kind of penalty? This is particularly important for my swashbuckling character, for doing things like sundering necklaces without harming the wearer and so forth.**

Technically, no, a rapier is a piercing weapon, not a slashing weapon.

Unofficially, your DM might allow slashing maneuvers with, say, a -4 attack penalty and perhaps a damage penalty (perhaps also -4).

**Could you clarify how the *stoneskin* spell works? One of my players is insisting that the damage reduction 10/adamantine from the spell is applied before reducing the damage of 10 hit points per level that the spell will absorb and that the recipient takes no damage until the 10 hit points per level of caster are exhausted. I say the damage reduction is the absorbed damage, with the remainder of the damage applying to the recipient of the spell.**

You are right. When the damage reduction from the spell prevents damage to the recipient, deduct that damage from the 10 hit points per level that the spell will absorb. Any damage the spell does not absorb is dealt to the spell recipient. For example, a 7th-level wizard places a *stoneskin* spell on you. A monster hits you and deals 12 points of damage. Assuming the monster doesn't have adamantine weapons (probably a safe assumption) the spell absorbs 10 points of damage (and can absorb 60 points more), and you take 2 points of damage.

**The text for synergy under the Diplomacy skill on page 72 of the *Player's Handbook* states: "If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks." I'm assuming that means if a character has 5 ranks in Bluff, Knowledge (nobility and royalty), and Sense Motive that character would only receive a +2 synergy bonus on Diplomacy checks. Or would the character receive a +6 synergy bonus (+2 for each)?**

The bonuses listed in the synergy section of a skill description are unnamed and so they stack. (There's no such thing as a synergy bonus in the current edition of the D&D game.) The character in your example would receive a +6 bonus on Diplomacy checks.

**When buying ammunition using the special materials from Chapter 7 in the *Dungeon Master's Guide*, is the cost given to upgrade a single piece, or do you get twenty pieces as you do when buying nonmagic ammunition? For example, do twenty adamantine arrows cost 61 gp (twenty arrows for 1 gp + 60 gp for adamantine ammunition) or 1,201 gp (twenty arrows for 1 gp + 60 gp per arrow for adamantine ammunition)?**

The ammunition prices for special materials are per piece. A single adamantine arrow costs 61 gp. Twenty such arrows would cost 1,220 gp (not 1,201 gp).

Borders Illustrated by David Wahlstrom

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**Does ammunition made with a special material, such as adamantine, break after use as with magic ammunition?**

Yes, ammunition made from a special material breaks if it hits the target and has a 50% chance to break even if it misses the target. Mundane ammunition (neither magic nor made of a special material) has the same breakage chances.

**How do you use the damage reduction of 3.0 monsters with the new 3.5 rules? Is there a way to convert a damage reduction entry so it works with the new rules?**

First, download a free copy of the D&D v.3.5 Accessory Update booklet. This has 3.5 damage reduction values for monsters from *Deities and Demigods, Epic Level Handbook, Fiend Folio, Manual of the Planes,* and the *Monster Manual II.* You can find a link to the booklet right on the D&D homepage on the Wizard's of the Coast website: **www.wizards.com.**

To convert damage reduction values for other monsters, just look for a similar monster in the 3.5 *Monster Manual* and assign your monster a similar damage reduction. Devils, for example, get damage reduction #/good and silver. In most cases, the # would be 15 or less (and usually 10 or less).

**Can a wizard cast a spell directly from his spellbook? If so, what effects are there on the spellbook?**

No, you cannot use a spellbook like a scroll. A spellbook contains notes for preparing a spell, but it's not a precast spell just waiting to be activated as a scroll is.

**How many times can a mounted character charge in a combat situation? Can a mounted character charge an opponent that is engaged in melee with another party member?**

Generally, a mounted character can charge once a round, just as any other character can. You can indeed charge a foe engaged in melee with an ally, provided you can meet all the requirements for charging (see page 154 of the *Player's Handbook*).

Any character making a charge must meet all the requirements for making a charge: all movement for the round must be directly toward the designated target, there must be nothing that blocks or slows that movement, and the character's charge cannot begin in a square that an enemy threatens. You cannot charge through another creature (except a helpless creature), even though moving through an ally's space doesn't slow you down.

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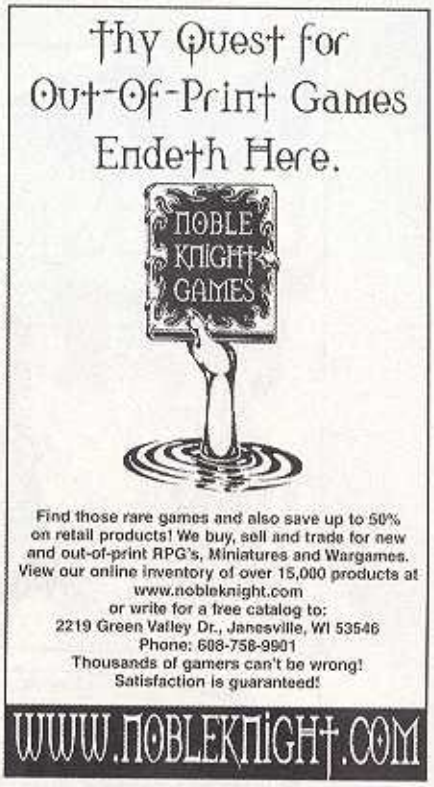
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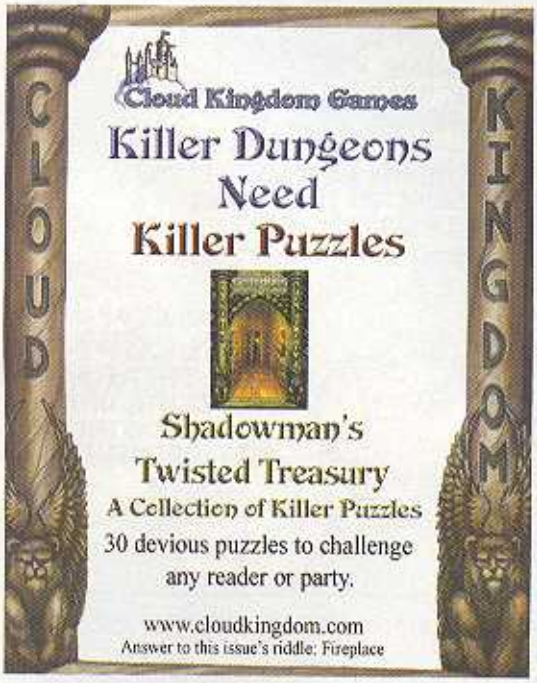
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INSTY-DINNER
Frozen Meals
Microwave Instructions
1) Remove bowl from the carton. Pierce film 3-4 times...
PIERCE 3-4 TIMES? PIERCE 3-4 TIMES? AAAIIIEEE!
PIERCE WITH WHAT? A FORK? SO DOES EACH HOLE COUNT AS A PIERCING? OR DO YOU MEAN TWELVE TO SIXTEEN PIERCINGS WITH 3-4 STABS OF THE FORK? WELL? WELL? WELL?
OR COULD YOU POSSIBLY BE TALKING ABOUT PIERCING WITH A KNIFE? AND IF SO, WHAT KIND OF KNIFE? BUTTER KNIFE? CHEF'S KNIFE? PARING KNIFE? THOSE WILL ALL MAKE DIFFERENT SIZED PIERCES, YOU KNOW!
WHAT DO YOU REALLY WANT? WHAT DO YOU REALLY MEAN? WHAT? WHAT?
WHAT?
RULES LAWYERS HAVE A HARD TIME IN THE REAL WORLD, DON'T THEY...?
HEADS UP. HE'S ABOUT TO COME TO THE "SERVE WITH CREAM" PART...
A DOLLOP? A DOLLOP? OH, THERE'S A SPECIFIC UNIT OF SCIENTIFIC MEASUREMENT...
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